

## Owner's Manual

# Network Set-up and Operation

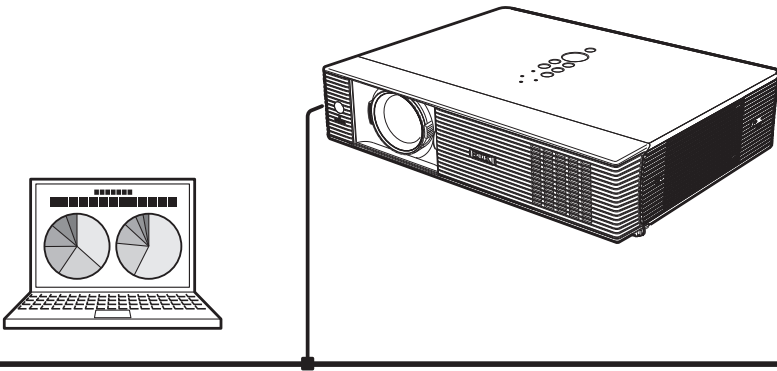
Wired and Wireless Setting

Projector Set-up and Operation

Network Capture

Network Viewer

Moderator Function



This is the manual for the Network function.

Read this manual thoroughly to operate the Network function.

First, read the owner's manual of the projector to understand the basic operation of the projector and the safety instructions.

The safety instructions in the owner's manuals should be followed strictly.

# Compliance

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## ***Federal Communications Commission Notice***

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Model Number	: QXXAVC922---P
Trade Name	: EIKI
Responsible party	: EIKI International, Inc.
Address	: 30251 Esperanza Rancho Santa Margarita CA 92688-2132
Telephone No.	: 800-242-3454 (949-457-0200)

This device complies with Part 15 of FCC Rules and RSS-Gen of IC Rules. Operation is subject to the following two conditions: (1) the device may not cause interference, and (2) the device must accept any interference, including interference that may cause undesired operation of this device.

CAUTION: Properly shielded a grounded cables and connectors must be used for connection to host computer and /or peripherals in order to meet FCC emission limits.  
VGA cable with ferrite core must be used for RF interference suppression.

## ***For Canadian Users***

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

## ***FCC Warning***

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

## ***FCC RF Exposure Warning***

- This transmitter must be co-located or operated in conjunction with any other antenna or transmitter.
- This equipment complies with FCC radiation exposure limits set forth for uncontrolled equipment and meets the FCC radio frequency (RF) Exposure Guidelines in Supplement C to OET65. This equipment must be installed and operated with at least 20cm and more between the radiator and person's body (excluding extremities: hands, wrists, feet and ankles).



The CE Mark is a Directive conformity mark of the European Community (EC).



The Alert Mark is a Directive conformity mark of the European Community.

English	Hereby, EIKI industrial Co., Ltd., declares that this WLAN Module (QXXAVC922---P) is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.
Česky [Czech]	EIKI industry Co., Ltd. tímto prohlašuje, že tento WLAN Module (QXXAVC922---P) je ve shodě se základními požadavky a dalšími příslušnými ustanoveními směrnice 1999/5/ES.
Dansk [Danish]	Undertegnede EIKI industrial Co., Ltd. erklærer herved, at følgende udstyr WLAN Module (QXXAVC922---P) overholder de væsentlige krav og øvrige relevante krav i direktiv 1999/5/EF.
Deutsch [German]	Hiermit erkläre EIKI industrial Co., Ltd., dass sich das Gerät WLAN Module (QXXAVC922---P) in Übereinstimmung mit den grundlegenden Anforderungen und den übrigen einschlägigen Bestimmungen der Richtlinie 1999/5/EG befindet.
Eesti [Estonian]	Käesolevaga kinnitab EIKI industrial Co., Ltd. seadme WLAN Module (QXXAVC922---P) vastavust direktiivi 1999/5/EÜ põhinõuetele ja nimetatud direktiivist tulenevatele teistele asjakohastele sätetele.
Español [Spanish]	Por medio de la presente EIKI industrial Co., Ltd. declara que el WLAN Module (QXXAVC922---P) cumple con los requisitos esenciales y cualesquiera otras disposiciones aplicables o exigibles de la Directiva 1999/5/CE.
Ελληνική [Greek]	ΜΕ ΤΗΝ ΠΑΡΟΥΣΑ EIKI industrial Co., Ltd. ΔΗΛΩΝΕΙ ΟΤΙ WLAN Module (QXXAVC922---P) ΣΥΜΜΟΡΦΩΝΕΤΑΙ ΠΡΟΣ ΤΙΣ ΟΥΣΙΩΔΕΙΣ ΑΠΑΙΤΗΣΕΙΣ ΚΑΙ ΤΙΣ ΛΟΙΠΕΣ ΣΧΕΤΙΚΕΣ ΔΙΑΤΑΞΕΙΣ ΤΗΣ ΟΔΗΓΙΑΣ 1999/5/EK.
Français [French]	Par la présente EIKI industrial Co., Ltd. déclare que l'appareil WLAN Module (QXXAVC922---P) est conforme aux exigences essentielles et aux autres dispositions pertinentes de la directive 1999/5/CE.
Italiano [Italian]	Con la presente EIKI industrial Co., Ltd. dichiara che questo WLAN Module (QXXAVC922---P) è conforme ai requisiti essenziali ed alle altre disposizioni pertinenti stabilite dalla direttiva 1999/5/CE.
Latviski [Latvian]	Ar šo EIKI industrial Co., Ltd., deklarē, ka WLAN Module (QXXAVC922---P) atbilst Direktīvas 1999/5/EK būtiskajām prasībām un citiem ar to saistītajiem noteikumiem.
Lietuvių [Lithuanian]	Šiuo EIKI industrial Co., Ltd.deklaruoja, kad šis WLAN Module (QXXAVC922---P) atitinka esminius reikalavimus ir kitas 1999/5/EB Direktyvos nuostatas.
Nederlands [Dutch]	Hierbij verklaart EIKI industrial Co., Ltd. dat het toestel WLAN Module (QXXAVC922---P) in overeenstemming is met de essentiële eisen en de andere relevante bepalingen van richtlijn 1999/5/EG.
Malti [Maltese]	Hawnhekk, EIKI industrial Co., Ltd., jiddikjara li dan WLAN Module (QXXAVC922---P) jikkonforma mal-ħtiġijiet essenzjali u ma provvedimenti oħrajn rilevanti li hemm fid-Direttiva 1999/5/EC.
Magyar [Hungarian]	Alulírott, EIKI industrial Co., Ltd. nyilatkozom, hogy a WLAN Module (QXXAVC922---P) megfelel a vonatkozó alapvető követelményeknek és az 1999/5/EC irányelv egyéb előírásainak.
Polski [Polish]	Niniejszym EIKI industrial Co., Ltd. oświadczam, że WLAN Module (QXXAVC922---P) jest zgodny z zasadniczymi wymogami oraz pozostałymi stosownymi postanowieniami Dyrektywy 1999/5/EC.
Português [Portuguese]	EIKI industrial Co., Ltd. declara que este (QXXAVC922---P) está conforme com os requisitos essenciais e outras disposições da Directiva 1999/5/CE.
Slovensko [Slovenian]	EIKI industrial Co., Ltd. izjavlja, da je ta (QXXAVC922---P) v skladu z bistvenimi zahtevami in ostalimi relevantnimi določili direktive 1999/5/ES.
Slovensky [Slovak]	EIKI industrial Co., Ltd. týmto vyhlasuje, že (QXXAVC922---P) spĺňa základné požiadavky a všetky príslušné ustanovenia Smernice 1999/5/ES.
Suomi [Finnish]	EIKI industrial Co., Ltd. vakuuttaa täten että (QXXAVC922---P) tyyppinen laite on direktiivin 1999/5/EY oleellisten vaatimusten ja sitä koskevien direktiivin muiden ehtojen mukainen.
Svenska [Swedish]	Härmed intygar EIKI industrial Co., Ltd. att denna (QXXAVC922---P) står i överensstämmelse med de väsentliga egenskapskrav och övriga relevanta bestämmelser som framgår av direktiv 1999/5/EG.
Íslenska [Icelandic]	Hér með lýsir EIKI industrial Co., Ltd. yfir því að (QXXAVC922---P) er í samræmi við grunnkröfur og aðrar kröfur, sem gerðar eru í tilskipun 1999/5/EC.
Norsk [Norwegian]	EIKI industrial Co., Ltd. erklærer herved at utstyret (QXXAVC922---P) er i samsvar med de grunnleggende krav og øvrige relevante krav i direktiv 1999/5/EF.

# Safety instructions



## CAUTION IN USING THE PROJECTOR VIA NETWORKS

- When you find a problem with the projector, remove the power cable immediately and inspect the unit. Using the projector with failure may cause fire or other accidents.
- If you remotely use the projector via networks, carry out a safety check regularly and take particular care to its environment. Incorrect installation may cause fire or other accidents.



## CAUTION IN USING NETWORK FUNCTION

- EIKI industrial Co., Ltd. assumes no responsibility for the loss or damage of data, or damage of the computer caused by using this projector. Making back-up copies of valuable data in your computer is recommended.

### Caution about Radio Wave

This unit operates in 2.4 GHz band, the same frequency band used for industrial, scientific, and medical equipment (such as pacemaker), as well as amateur radio stations.

Please read "Safety Instructions" section and make sure the following cautions.

1. Be sure that there are no other devices in the area that may use the same frequency band as Projector.
2. If any other devices are causing radio interferences, change the communication frequency channel or move to other location.

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Netscape Navigator and Netscape Communicator are registered trademarks or trademarks of Netscape Communications Corporation in the United States and other countries.

Pentium is a registered trademark of Intel Corp. in the United States.

Each name of corporation or product in this Owner's Manual is either a registered trademark or a trademark of its respective corporation.

### Notes

- The contents of this manual are subject to change without notice.
- You may not copy the printed materials accompanying with the software.
- We shall not be responsible for any damages caused by reliance on this manual.

### Expression/Abbreviation

The OS of the computer and the Web browser described in this manual is Windows XP Professional and Internet Explorer 6.0. In case of another OS or Web browser, some instruction procedures may differ from the actual operation depending on your computer environment.

### Use of this manual

This manual does not provide the description of basic operation and functions for computer, web browser, projector and network. For instructions about each piece of equipment or application software, please refer to the respective booklet.



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# Operating environment and configuration

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## Required operating environment for computers

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When operating the projector via the networks, computers should meet the operating environment below.

OS		Microsoft Windows 2000 or Microsoft Windows XP or Microsoft Windows Vista (32bit version)
CPU		Pentium 3 ; 1GHz or higher (more than 2GHz is recommended) for Windows 2000 or Windows XP Pentium 4 ; 3GHz or higher for Windows Vista
Memory		256MB or more for Windows 2000 or Windows XP 1GB or more for Windows Vista
Free HDD Space		100MB
Screen Resolution		Required to support any of VGA (640 x 480), SVGA (800 x 600), XGA (1024 x 768), The color number should be either 16 bit (65536 colors) or 24/32 bit (16.77 million colors).
Communication Protocol		TCP/IP
Network Correspond	Wireless LAN	Correspond to IEEE802.11b/g
	Wired LAN	Correspond to 100BASE-TX (100Mbps) /10BASE-T (10Mbps)
Browser Application		Microsoft Internet Explorer Ver.4.0 or later Netscape Communications Netscape Communicator Ver.6.0 or later

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# Network specifications of the projector

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## LAN Terminal

Data communication speed	100Base-TX (100Mbps)/10Base-T (10Mbps)
Protocol	TCP/IP

## Wireless LAN

Interface	IEEE802.11b/g
Communication Mode	AdHoc, Infrastructure
Data Transfer Speed	1/2/5.5/11Mbps (IEEE802.11b) 6/9/12/18/24/36/48/54Mbps (IEEE802.11g)
Wireless Frequency (Channel)	2412MHz-2462MHz (CH1-CH11)
Modulation Form	IEEE802.11g OFDM 54/4Mbps 64QAM, 36/24Mbps 16QAM, 18/12Mbps QPSK, 9/6Mbps BPSK IEEE802.11b DSSS 11/5Mbps CCK, 2Mbps DQPSK, 1Mbps DBPSK
Protocol	TCP/IP
Security	WEP 64Bit (Open/Shared) /WEP 128Bit (Open/Shared), WPA-PSK(TKIP), WPA2-PSK(AES), SSID, ESSID
Service area	about 30 m (without disturbance) Differs according to the operating environment.

## Compliance

Countries and Standards	JAPAN: VCCI ClassB,TELEC (Wireless)
	USA: FCC Part15 Subpart C (Wireless) FCC Part15 Subpart C, Class B
	Canada: IC RSS-210 (Wireless), IC ICES-003 ClassB
	Europe: R&TTE, EMC, LVD

# Chapter 1

## ***1. About LAN functions***

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This chapter describes the features, the mechanism, and connection procedures of the LAN.

## LAN functions and the features

This product is loaded with a LAN network function which enables you to project an image on the computer through a projector via Network with dedicated software.

With the software, you can also manipulate the projecting image and the projector.

This software has functions below and you can use the projector under various network environments to meet the wide-ranging needs of the operation.

- Accept both Wired and Wireless LAN environment. When the projector is operated via Wireless LAN, there is no need for wire connection.
- Remove the burden of LAN settings. Easy LAN setting function is provided.
- One computer image can be projected up to 5 projectors simultaneously.
- Network capture function to project the computer's screen image through the projector.
- Remote function which allows you to operate the projector from a distance.
- Monitoring function for the projector operation.
- E-mail function which reports the operating status to your maintenance management.
- Network viewer function which remotely operates the image data on the server to project through the projector.
- Moderator function with which the moderator can project the image on the participants' computer screen at the meetings or the classes.
- Multi control function which can operate multiple projectors (up to 100) simultaneously.

## Image projecting system via LAN

The images are projected through an image capturing system which helps to project the faithful computer images. With this system, you can use the product under various application environments despite the differences of application software.

### *Flow of Image Transfer*

1. Download the computer image with the dedicated software faithfully to the real image.
2. The downloaded data will be compressed to the digital signal and transferred to the projector via the LAN (Wired or Wireless). (One computer can operate up to 5 projectors simultaneously.)
3. Digital signal will be reproduced into RGB image signal and will be projected by the projector.

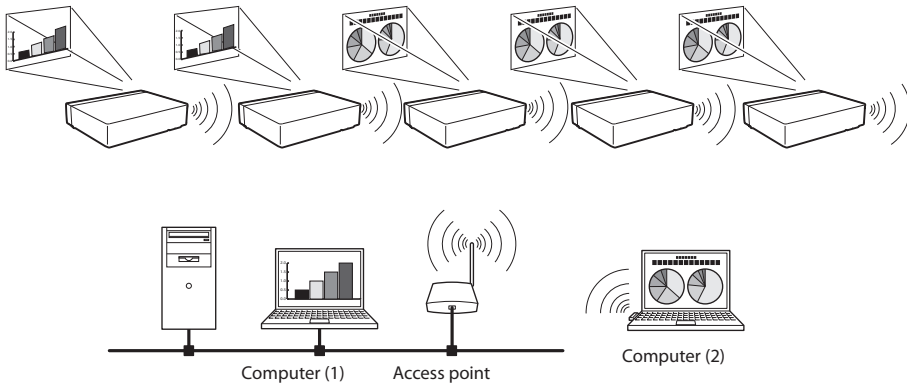
\* The image will be transferred to each projector. The time lag can occur between each projection.

CAUTION: This product does not correspond to the application with DirectX, MS-Office assistant, and video replay such as DVD.

## An example of the connection

The illustration below shows an example of the projection via the LAN.

You can project the image on Computer (1) (Wired LAN connection), or Computer (2) (Wireless LAN connection) through the selected projector .

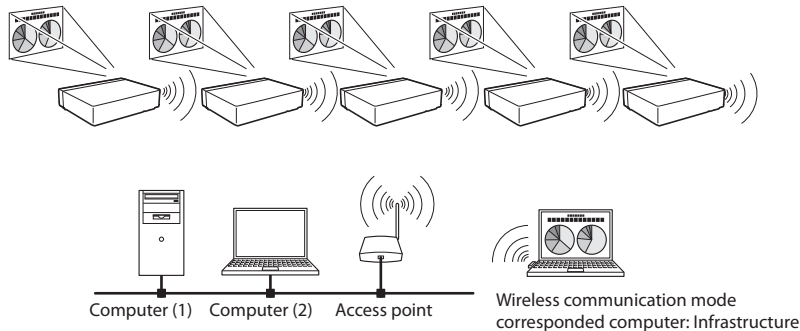


# LAN connection modes

Connection modes differ depending on the LAN and computer environments.  
Connect appropriately for each environment.

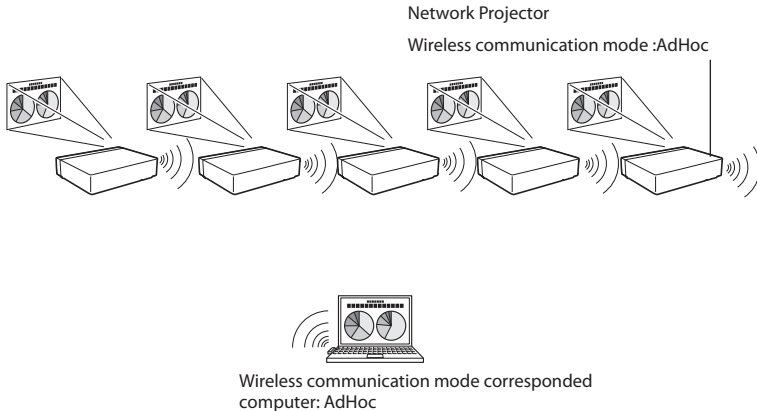
## ■ Wireless LAN, Infrastructure Communication Mode

Communicate over an access point between Wired LAN equipment and Wireless LAN equipment. Or, communicate over an access point among multiple Wireless LAN equipment. Wireless LAN equipment will select an access point to communicate SSID/ESSID modes. These communication modes are used when both Wireless LAN and Wired LAN are used in the same network environment.



## ■ Wireless LAN, AdHoc Communication Mode

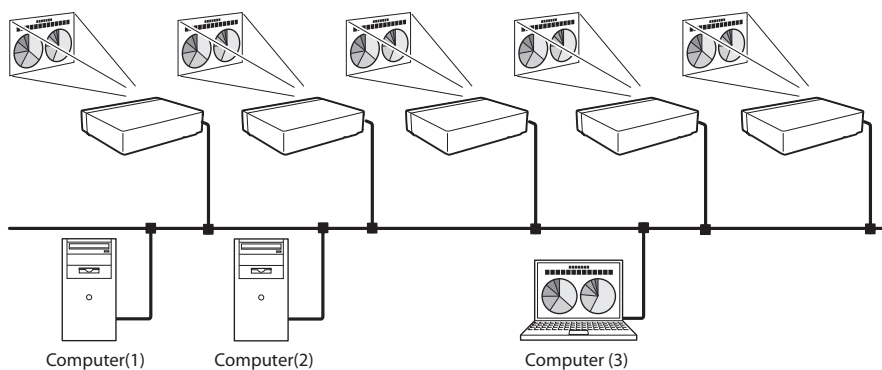
Communication mode between Wireless LAN equipment.  
(Communication mode via SSID/ESSID)





### ■ Wired LAN Communication Mode

Communicate via the LAN line.



※ Operate the computer mouse with the remote control.

When the projector's remote control employs mouse operating function, you can operate the computer by the remote control which is provided with the projector. To use the remote control, point to the projector. You do not need to connect the USB cable to operate the computer mouse.

(For details about the remote control operation, refer to the owner's manual of the projector.)



# Chapter 2

## ***2. Setup procedures***

---

This chapter describes how to install the Network Capture 4 software and how to set up the networks.

To use the projector via the networks, follow the setup procedures below.

## STEP 1

### Install the software on computers.



Install the software recorded in CD-ROM on each computer which will be operated.  
Read following pages of this chapter to install.

## STEP 2

### Select Wired LAN or Wireless LAN then connect the LAN and set the configuration.



Decide depending on the LAN environment.

Wired LAN..... Refer to "4. Wired LAN Configurations" (p.25–31).

Wireless LAN ..... Refer to "5. Wireless LAN Configurations" (p.33–42).

Detailed LAN configurations need to be done with a browser later.

First, complete the Wired or Wireless LAN connection between computers and projectors, then start browser configurations.

→ "6. Basic setting and operation" (p.43–62).

## STEP 3

### Network Configuration has completed.

Follow each chapter to project an image and operate the projector.

■ Operate and manage the projector → "7. Controlling the projector" (p.63-84)

→ "Projector Power status and check" (p.64)

→ "Controls" (p.66)

→ "PC adjustment" (p.70)

→ "Setting up the projector" (p.71)

→ "Timer setting" (p.74)

→ "Projector information" (p.77)

→ "Multi-control" (p.79)

■ Project an image on the computer → "8. Network capture functions" (p.85-108)

→ "Use of real time capture" (p.89)

→ "Use of network communication" (p.94)

→ "Moderator function" (p.103)

■ Project an image on a network server → "9. Network viewer functions" (p.109-126)

→ "Create the image files" (p.110).

→ "Create the program files" (p.115).

→ "Project the image with network viewer function" (p.120)

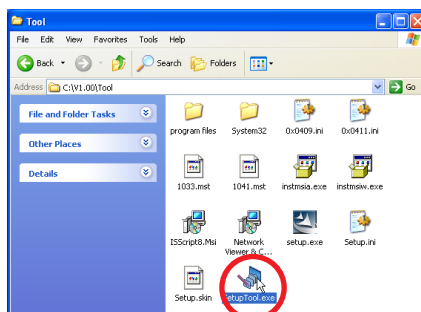
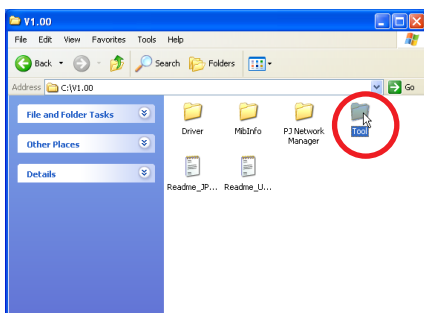
## Installing the software

It is required to install the software into your computer to use the Network Capture function . Please install the software as follows.

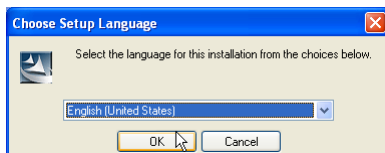
**Note:** To install the software into the computer with Windows 2000, Windows XP or Windows Vista, you should logon as administrator. Before installation, make sure that the other applications are closed, otherwise proper installation cannot be made.

### Network Viewer & Capture 4 installation

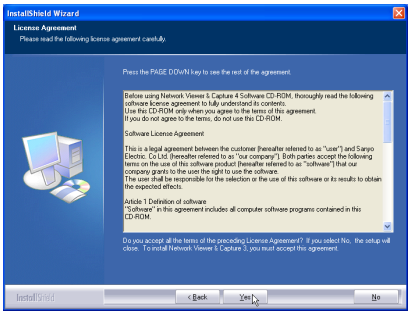
**1** Set the supplied Network Viewer & Capture 4 CD-ROM into the CD-ROM drive of your computer. Double click **SetupTool.exe** icon in the "Tool" folder in the CD-ROM.



**2** Select "English [United States]" from the pull-down menu on the "Choose Setup Language" window and click **OK** button to start installing and then follow the installation wizards.



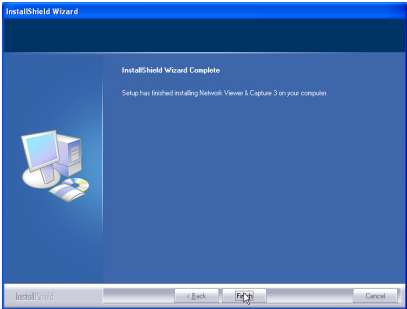
As the "License Agreement" will appear, read contents carefully and click **Yes** button if you agree to the license agreement to proceed with installing.



During the installation, following window may appear, click **Continue Anyway** button.



**3** Click **Finish** to complete the installation.



## Installed software

The following 3 softwares are installed on your computer.

### ● **Network Capture 4:**

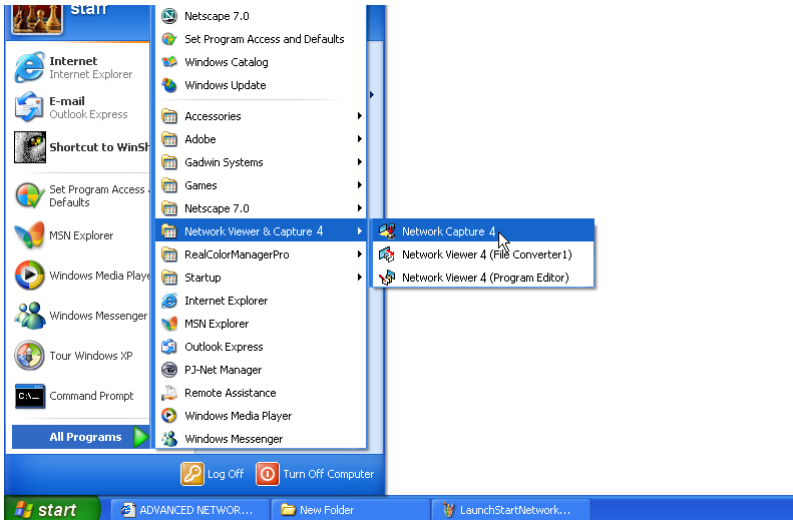
Captures the displayed image and the sound of the computer and serves them to the projector via the network.

### ● **Network Viewer 4 (File Converter 1):**

Converts to the JPEG\*1 data format which can be projected with the projector from the JPEG, bitmap and Power Point files.

### ● **Network Viewer 4 (Program Editor) :**

This is a tool to make the program which has a function to specify and order the projecting JPEG image data stored in the file servers.

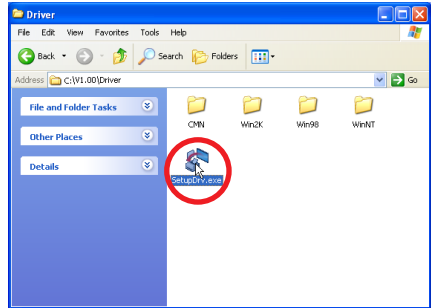
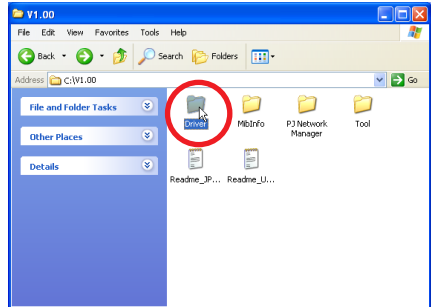
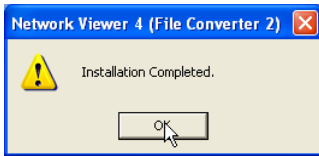
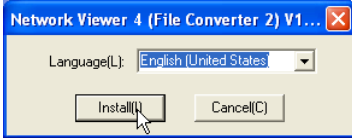


\* To uninstall these software, use "Add/Remove Program" from the control panel.

\*1 This product supports the JPEG image format. This file is needed to convert to the optimized JPEG file by using the File Converter 1 software previously. Refer to the item "Creating the available data [Network Viewer 4]" (p.110) about data converting for the projection.

## File Converter 2 installation

- 1 Set the supplied Network Viewer & Capture 4 CD-ROM into the CD-ROM drive of your computer. Double click **SetupDrv.exe** icon in the "Driver" folder in the CD-ROM.
- 2 Select "English [United States]" from the pull-down menu on the language selection window and then click **Install** button to start installing.

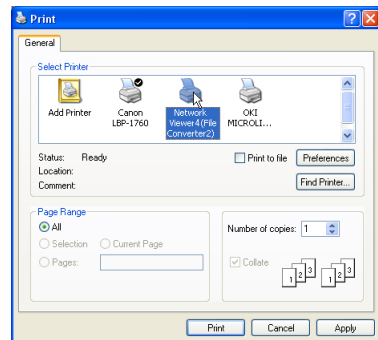


## Installed software and places

Network Viewer 4 (File Converter 2) is installed in the "Printers and Faxes" folder in the "Control Panel".

### ● Network Viewer 4 (File Converter 2):

This is a kind of the printer driver to convert to the JPEG data optimized to project by the projector from any of the documents created by the application software.



\* To uninstall Network Viewer 4 (File Converter 2), just delete the "Network Viewer 4(File Converter 2)" icon from the "Printers and faxes" folder.



## ***3. Names and functions of the operation screen***

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This chapter describes the functions of each part of the operation screen.

## Network connection standby display

Turn on the projector and select either “Wired” or “Wireless” from the input menu of the projector. The “Please wait...” message will be displayed on the screen. After short time, the network connection standby display screen will appear as below. While the “Please wait...” message is shown, you cannot operate the projector.

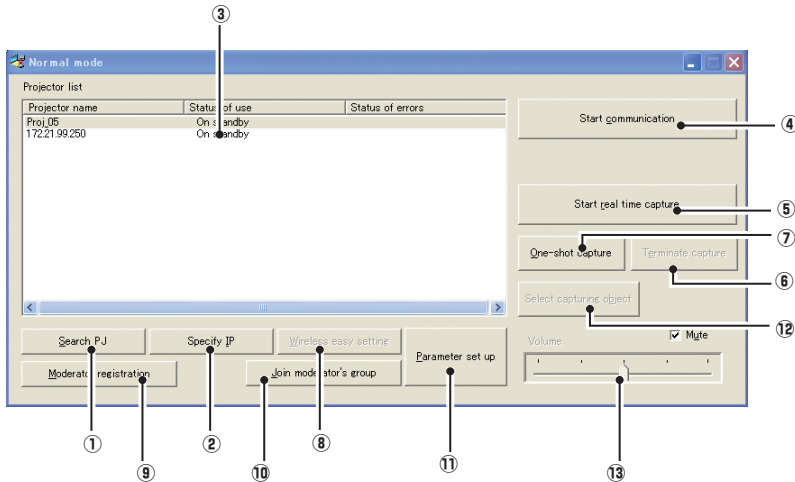
Network Connection Standby Display



## Network Capture 4 window

This software is to project the computer screen via the networks.

Select "All Programs" from the start menu --> Network Viewer & Capture 4" --> "Network Capture 4", then following screen will appear. Then the program will start.



### Parts Names and Functions of the Screen

- ① Search PJ button  
Search the projector connected to the networks.
- ② Specify IP button  
When connected to a different segment network, the projector can not be retrieved automatically. In that case, press this button, and then, the "Search specified IP address" window appears, and enter the IP address directly to specify the projector.
- ③ Network Projector List  
Display all the projectors connected to the networks.  
Show unoccupied projector as "On standby" and occupied projector as "Real time capturing" or "In One-shot mode". When registered in a moderator's group, "On Moderator mode" will be shown. The indication of the status of use with "#" indicates that your computer is now using the network capture function.  
After double-clicking on a projector, the web browser gets activated and the projector setup screen will be displayed.

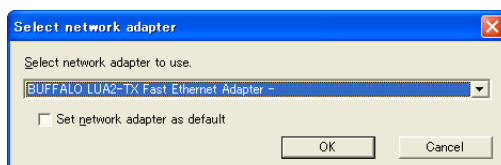
#### Note on Windows Vista

When you use the Network Capture 4 software with Windows Vista, the warning dialog "User account control" will appear. In that case, click **Allow** button to use it.

- ④ Start communication button  
Enter the Communication mode, and then , the capture edit window starts. The selected projector shows the capture edit window.
- ⑤ Start real time capture button  
Capture (Project) the computer screen in real time. After the execution of "Start real time capture", the application window disappears.
- ⑥ Terminate capture button  
Terminate the real time capture and the One-shot capture.
- ⑦ One-shot capture button  
Copy and capture (project) the computer screen without modification. After the execution of One-shot capture, the application window disappears.
- ⑧ Wireless easy setting button  
Configure the Wireless LAN setting just by clicking this button. (The setting will be stored as AdHoc system) For details, refer to "5. Wireless LAN configurations"-->"Easy wireless setting" (p.39). To restore the easy setting, press the Wireless easy setting button.
- ⑨ Moderator registration button  
Register a computer user as a moderator.
- ⑩ Join moderator's group button  
Join the moderator's group which is selected in the Network Projector list. It is not available if there is no moderator registered.
- ⑪ Parameter setup button  
Activate the parameter setup window, and execute the connections setting, the image setting, and the moderator's function setting. For detail, refer to "Parameter set up" (p.88).
- ⑫ Select capturing object button  
It is possible to designate the window to capture individually. This button is disabled by default, so the full screen is captured. It is possible to change the capturing object function setting at parameter settings. For detail, refer to "Parameter set up" (p.88).
- ⑬ Volume adjust slider and Mute check box  
Adjust the audio output from the real time capturing computer. The mute check box is checked by default.

### Using the multiple network adaptors

When your computer provides multiple network adaptors, the network adaptor selecting window will appear each time the Network Capture 4 software starts. Select a network adaptor and check the "Select a network adaptor as default" and the click OK. To change the setting, refer to the item "Parameter set up" (p.88).



## ***4. Wired LAN configurations***

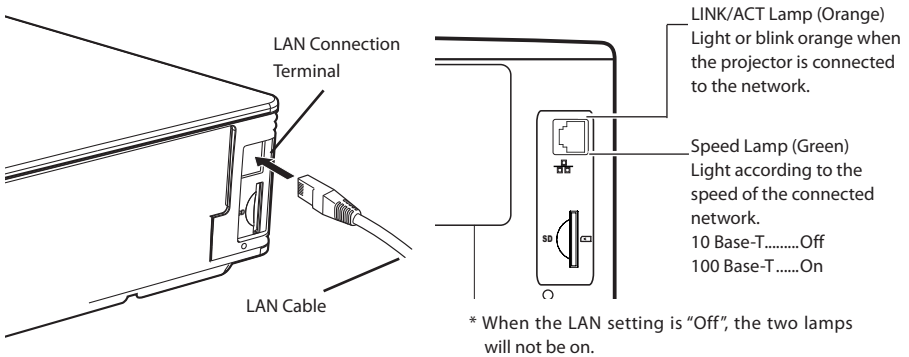
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This chapter describes the preparation for Wired LAN setting with projectors and how to set the LAN environment.

Setting procedures and contents differ depending on the LAN installation location.  
When installing, consult your system administrator to set up the LAN appropriately.

## Connecting to the LAN line

Connect the LAN cable to the LAN connection terminal of the projector.



## Network environment settings

Set the Wired LAN network through the projector menu.

Detailed network settings will be made with browser. Refer to "6. Basic setting and operation" (p43-62).  
First, complete the settings described in this chapter before performing steps in "6. basic setting and operation."

### Setting Procedure

1. Turn on the projector and select "Wired" from the input menu of the projector.  
The projector's Link Lamp will be on and the Access Lamp will start to blink. If the "Wired setting" is "Off", it will not blink. Follow step 2 and 3 to blink the lamp.
2. Select "Wired Setting" in the projector menu, and press **SELECT** button.  
Select similar LAN environment among LAN1, 2 and 3 with the Point ◀▶ buttons. (LAN1, 2, and 3 are the factory default setting environments. You can select three different environment among setting LAN1-3. For each setting, refer to the chart on page 31.)  
When selecting "Off" in the "Wired setting", the LAN connection will be cut off. Use the function when disconnecting the projector from the network.
3. Press the Point button then the "Please wait..." message will appear and switching operation will start. Switching will take a while and after completing the operation, the "Ready for use" message will appear. During the switching period, the projector cannot be operated.

4. Press **SELECT** button.

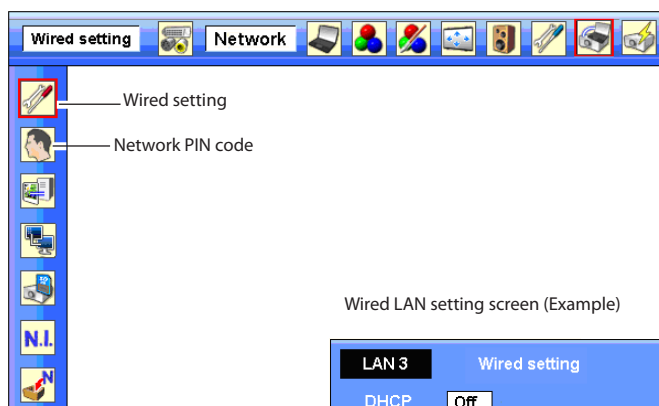
LAN setting screen will appear and selected LAN settings will be displayed. Adjust each item to the setting environment. Consult your system administrator about the detailed settings.

Adjust the figures with the Point ▲▼ buttons and move among the items with the Point ◀▶ buttons.

5. After completing all the settings, select "Set" and press **SELECT** button. Now, all procedures have been done. To cancel the adjusted settings, select "Cancel" and press **SELECT** button.

To confirm whether the settings are correct, follow the procedures described from the next page.

You can confirm the LAN settings you have made from "Network Information" (p.30). In such cases that the LAN cannot be connected, see this screen.



Item	Description
DHCP .....	Sets DHCP function On or Off. When you setup the network setting manually, select "Off". When it set On, IP address, Subnet, Gateway and DNS are automatically set according to your network environment *1.
IP address .....	Sets IP address of the projector
Subnet .....	Sets Subnet mask. Normally sets 255.255.255.0
Gateway*2 .....	Sets IP address of the default gateway (Router)
DNS*2 .....	Sets IP address of the DNS server.

\*1 Set "On" only when the DHCP server is available on your network environment.

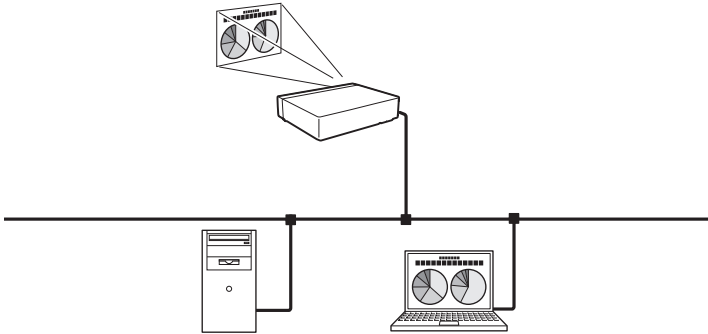
\*2 Set [255.255.255.255] if the network does not provide the gateway (router).

\*3 Set [255.255.255.255] if you do not use the function E-Mail alert.

\* While the network communication function (p.85) or moderator function (p.103) is to be executing, the menus "Network capture", "Network viewer" and "Memory viewer" are displayed in gray.

# Confirming the operation

Confirm that the projector has connected to the LAN properly.



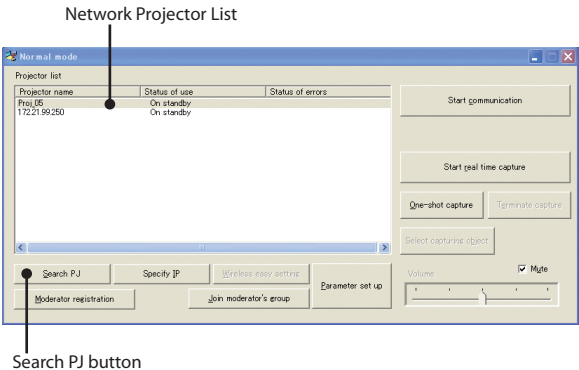
1. Activate "Network Capture 4" which is installed into the computer connected to the LAN .
2. After "Searching projector" message appears, the name of the projector\* appears on the Network Projector List, then the network setting has completed properly.

When the name of the projector does not appear and error screen appears, the network has not connected yet. Try searching again with the **Search PJ** button. If error screen appears again, reconfirm the LAN setting. When the projector is set in the location separated by the router, see next page.

When Firewall function (Anti-virus software) is effective, network projector may not be found. In that case, disable the Firewall function and try searching again.

\* If the projector is named, the name will be displayed. The name can be set with the following procedures in "6. Basic setting and operation" → "Initial setting" (p48) . If the projector is not named, IP address of the projector will be displayed.

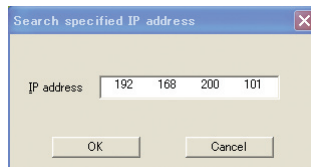
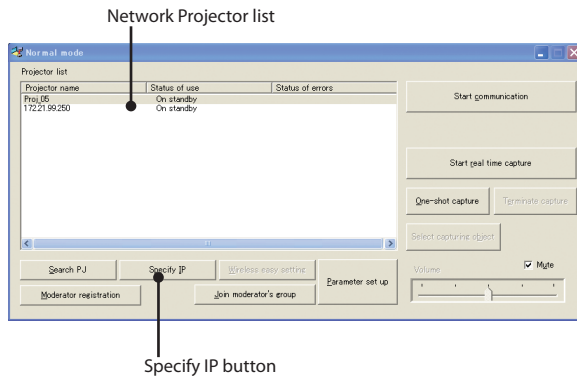
## Network Capture screen





When set up the projector in the location separated by the router and the segment is different; Projector will not be found nor displayed. In that case, the projector needs to be searched directly by the IP address.

1. Press **Specify IP** button. "Search specified IP address" window appears.
2. Enter the IP address of projector and Click **OK**. Then, the projector will be added on the Network Projector List of the application window.



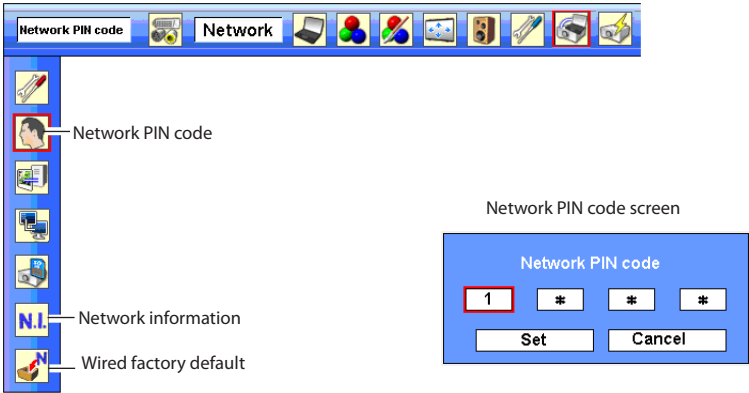
"Search specified IP address" window

# Network PIN code

The Network PIN code is to restrict the access from the networks to the projector.  
After setting the Network PIN code, you need to enter it to operate the projector via the networks.

- 1. Select Network PIN code menu, and press **SELECT** button.  
The Network PIN code screen will appear.
- 2. Set the Network PIN code.

Set the figures with the Point ▲▼ buttons and move to the next items with the Point ◀▶ buttons.  
Select "Set" and press **SELECT** button to set. To cancel the preset Network PIN code, select "Cancel".  
When you do not want to set the Network PIN code, set "0000".  
It is recommended to set the Network PIN code if you use the projector via the networks. You can also change the Network PIN code. See "6. Basic setting and operation" → "Initial setting" → "Network PIN code setting" (p49).



## Network information (See the menu above.)

Select Network information from the projector menu and press **SELECT** button to show LAN setting environment of the currently selected projector. (The description below is an example and different from what will be shown.)

Network information	
MAIN PROGRAM:	V1.000
MAC ADDRESS:	08007B650056
IP ADDRESS:	172.21.95.202

## Wired factory default (See the menu above.)

Select "Wired factory default" from the projector menu and press **SELECT** button. All the LAN settings will go back to the factory default settings. For details, refer to "Wired LAN factory default settings" (p.31).

# Wired LAN factory default settings

Parameter	SELECTED LAN		
	LAN1	LAN2	LAN3
IP ADDRESS	169.254.100.100	192.168.100.100	192.168.100.100
SUBNET MASK	255.255.0.0	255.255.255.0	255.255.255.0
GATEWAY ADDRESS	255.255.255.255	255.255.255.255	255.255.255.255
DNS ADDRESS	255.255.255.255	255.255.255.255	255.255.255.255
IP CONFIGURATION	MANUAL	DHCP	MANUAL



## 5. *Wireless LAN configurations*

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This chapter describes the preparation for Wireless LAN setting with projectors and how to set the LAN environment.

This projector contains the Wireless LAN module.

The setting procedures and configurations differ depending on the LAN installation location. Consult your system administrator for installation and set the LAN appropriately.

To operate via Wireless LAN, your computer has to be equipped with a Wireless LAN card adapter which supports IEEE 802.11b/g.

If connecting in Infrastructure mode with an access point, the access point is required to support IEEE 802.11b/g.

**Caution:** Do not use a mobile phone or PHS near (within 20cm/8inch) the projector. It may cause malfunction.

## Setting the network environment

The projector contains the Wireless LAN adapter.

Set the Wireless LAN network through the projector menu.

Detailed network settings will be made with browser. Refer to "6. Basic setting and operation". → "Network configuration" (p.51). Complete the settings described in this chapter before performing the steps in "6. Basic setting and operation."

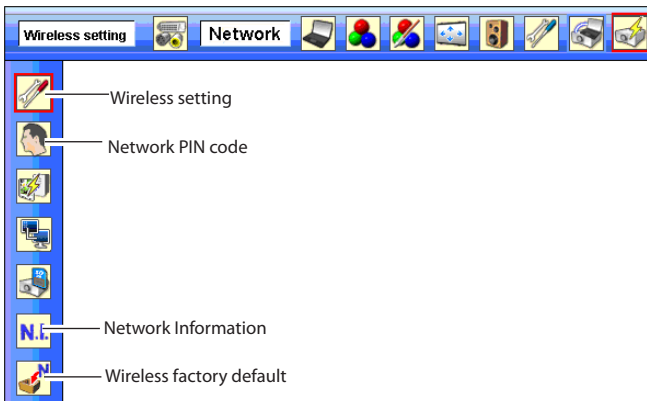
## Setting procedures

With Easy wireless setting function, you can make Wireless LAN settings easily without any complicating settings (p.39).

1. Turn on the projector and select "Wireless" from the input menu of the projector. The "Please wait..." message will be displayed on the screen. After short time, the network connection standby display screen will appear. Refer to "3. Names and Functions of the Operation Screen" (p.21).
2. Select "Wireless Setting" from the projector menu and press **SELECT** button.  
Select similar environment between LAN 4 and LAN 5 with the Point ◀▶ buttons. (LAN 4, LAN 5, and SIMPLE\* are factory default settings. Select similar environment to the installation location. For each settings, refer to "Wireless LAN factory default setting" on page 42.)

\* "SIMPLE" mode is used for simple setting without complicated LAN setting procedures to connect to the Wireless LAN. See "Easy wireless setting" (p.39) for details.

3. Press the Point button then the "Please wait..." message will appear and switching operation will start. Switching will take a while and after completing the operation the message will disappear. During the switching period, the projector cannot be operated.



- Press **SELECT** button. LAN setting screen will appear and the selected LAN settings will be displayed. Adjust each item to the setting environment. Consult your system administrator for the detailed settings.

Adjust the figures with the Point ▲▼ buttons and move among the items with the Point ◀▶ buttons. When the network type is "AdHoc", you do not have to change "Sub net" and "Gateway" and leave them as default settings.

SSID/ESSID for the network type "Infrastructure" and "AdHoc" are required to be entered the same characters into the projector, the access point, and the Wireless LAN compatible computer (up to 32 characters). Characters can be selected from A~Z, a~z, blank (space), 0~9, or - (hyphen) with the Point ▲▼ buttons. Move to the next character with the Point ◀▶ buttons.

You can confirm that the projector settings from "Network Information" in the projector menu (p.40).

- After completing all the settings, select "Set" and press **SELECT** button. Now, all procedures have been done. To cancel the adjusted settings, select the "Cancel" and press **SELECT** button.

To confirm whether the settings are correct, follow the procedures in "4. Wired LAN configurations" → "Confirming the Operation" (p.28).

For configuring of WEP, WPA-PSK, WPA2-PSK security, select "Next". Refer to "Configuring security with the projector" on next page for details.

Item	Description
DHCP .....	Sets DHCP function On or Off. When you setup the network setting manually, select "Off". When its set On, IP address, Subnet, Gateway and DNS are automatically set according to your network environment *1.
IP address .....	Sets IP address of the projector
Subnet .....	Sets Subnet mask. Normally sets 255.255.255.0
Gateway*2 .....	Sets IP address of the default gateway (Router)
DNS*2 .....	Sets IP address of the DNS server. Must be set when the e-mail function is used.
Network type .....	Sets Infrastructure or AdHoc mode. When the "AdHoc" is selected, the security "WPA-PSK" and "WPA2-PSK" are not available.
SSID/ESSID .....	Identifier of the wireless access point.

\*1 Set "On" only when the DHCP server is available on your network environment.

\*2 Set [255.255.255.255] if the network does not provide the gateway (router).

\*3 Set [255.255.255.255] if you do not use the function E-Mail alert.

\* While the network communication function (p.85) or moderator function (p.103) is to be executing, the menus "Network capture", "Network viewer" and "Memory viewer" are displayed in gray.

# Configuring security with the projector

Configure security with the projector by following the steps below.

After configuring the network in "5. Wireless LAN Configurations" (p.33-42), select "Next" in the LAN setting screen and press **SELECT** button. The security configuration screen appears. Refer to "6. Basic setting and operation" → "Configuring wireless LAN setting and security setting" (p.53) as well.

WEP configuration screen

LAN 4 Wireless setting 2 / 3

Security **WEP64(40)bit Open**

WEP key index ASCII #2

#1 \* \* \* \* \*

#2 \* \* \* \* \*

#3 \* \* \* \* \*

#4 \* \* \* \* \*

Return Next Set Cancel

Use the Point ▲▼ buttons to select the security type. To disable the security, select "Disable."  
Use the Point ◀▶ buttons to move among the items; use the Point ▲▼ buttons to adjust settings.

This projector provides the following security options. Use optimum security option on your network environment.

- WEP64(40)bit Open
- WEP64(40)bit Share
- WEP128(104)bit Open
- WEP128(104)bit Share
- WPA-PSK(TKIP)
- WPA2-PSK(AES)

**Notes when entering characters:**

The "¥" symbol is displayed as "\" when the ASCII key is used. The "\*" symbol is treated as a character by the ASCII key, but it is not interpreted as a character by the HEX key. In HEX, the "\*" symbol is displayed in red and setting is denied.

You can not set all the characters with the "\*" symbol. This will be considered as no operation.

ASCII key characters : Space - 0 to 9 A to Z a to z ! " # \$ % & ' ( ) \* + , . / : ; < = > ? @ [ ¥ ] ^ \_ ` { | } ~

HEX key characters : 0 to 9 a to f



## Use of security type "WEP"

1. Use the Point ▲▼ buttons to select "WEP" security type.
2. Select "WEP Key index". Use the Point ▲▼ buttons to choose the HEX or ASCII key. The four (#1-#4) kinds of WEP keys can be configured. Use the Point ◀▶ buttons to move to the right frame; use the Point ▲▼ buttons to select a WEP key number (#1-#4).

Refer the table below for the usable number of characters at the WEP security option.

WEP option	Characters
WEP64(40)bit ASCII	5 characters
WEP64(40)bit HEX	10 characters
WEP128(104)bit ASCII	13 characters
WEP128(104)bit HEX	26 characters

WEP configuration screen

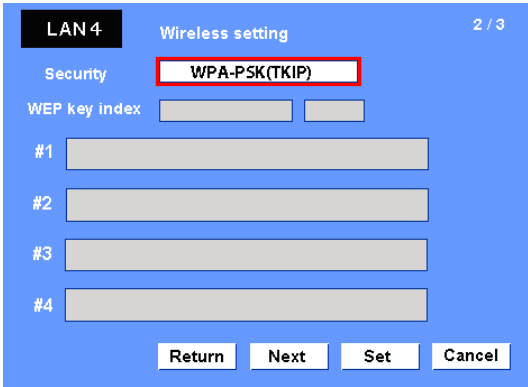
3. Use the Point ◀▶ buttons to select the Type field of the WEP key number that corresponds to the one you selected above and press **SELECT** button. The WEP key entry screen appears. In the WEP key entry field, all characters are displayed in "\*". Use the Point ▲▼ buttons to select a character; use the Point ◀▶ buttons to select a character position. Enter all the characters displayed with "\*".  
When you select HEX at WEP key index and the entry key contains "\*", the "\*" symbol is displayed in red and setting is denied.

4. Use the Point ◀▶ buttons to select "Set" and press **SELECT** button to return to the Wireless setting screen. Select "Set" in the Wireless setting screen to complete the network setting.

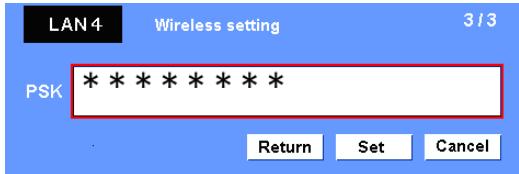
## Use of security type "WPA-PSK", "PWA2-PSK"

1. Use the Point ▲▼ buttons to select "WPA-PSK" security type. WEP security setting fields are grayed out.

WPA-PSK configuration screen

The image shows a blue-themed configuration screen for 'LAN 4' under the 'Wireless setting' menu. The 'Security' field is highlighted with a red box and contains the text 'WPA-PSK(TKIP)'. Below it, the 'WEP key index' field is grayed out. There are four rows for WEP keys, labeled #1, #2, #3, and #4, each with a grayed-out input field. At the bottom, there are four buttons: 'Return', 'Next', 'Set', and 'Cancel'.

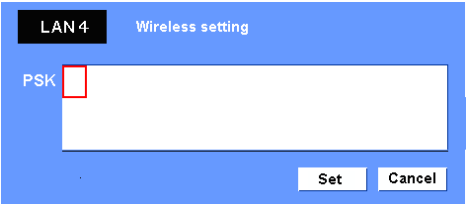
2. Select "Next" and press **SELECT** button. The PSK key confirmation screen appears.

The image shows a blue-themed configuration screen for 'LAN 4' under the 'Wireless setting' menu. The 'PSK' field is highlighted with a red box and contains eight asterisks. At the bottom, there are three buttons: 'Return', 'Set', and 'Cancel'.

3. Use the Point ◀▶ buttons to select the key field and press **SELECT** button. The PSK key entry screen appears. Enter the PSK key by using the Point buttons. If the input PSK key has an error, the PSK key is indicated in red.

### Available PSK key characters

ASCII code.....8 to 63 digits  
Hex code.....64 digits

The image shows a blue-themed configuration screen for 'LAN 4' under the 'Wireless setting' menu. The 'PSK' field is highlighted with a red box and is empty. At the bottom, there are two buttons: 'Set' and 'Cancel'.

4. Use the Point ◀▶ buttons to select "Set" and press **SELECT** button to return to the PSK confirmation screen. Select "Set" and press **SELECT** button to complete the PSK key setting and the Wireless setting screen appears. Select "Set" and press **SELECT** button to complete the network configuration.

\* Security "WPA-PSK" and "PWA2-PSK" modes are not available when the "AdHoc" network type is selected.

\* When you set the PSK keys with 64 digits, the projector checks whether all of the entered PSK keys are in Hex code or not. If any of the ASCII code is included in the entered PSK keys, the entered PSK keys are indicated in red as error.

## Easy wireless setting

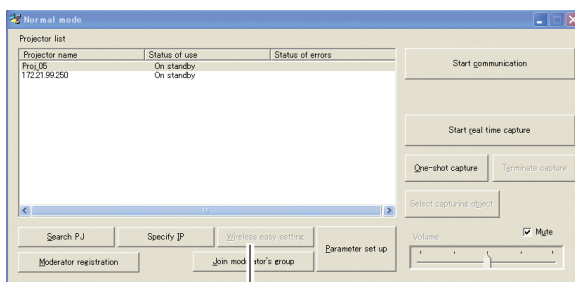
With this setting, you do not need any complicated LAN setting procedures.  
The network type will be AdHoc mode.

CAUTION: This function can be used only when logged in by Administrative right with  
Windows XP and Windows Vista, and cannot be used with Windows 2000.  
Windows XP should be Service Pack 1 or later version.

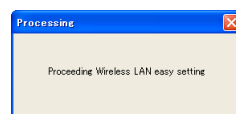
### Setting Procedures

1. Turn on the projector and select "Wireless" from the input menu of the projector.
  2. Select "Wireless Setting" from the projector menu and press **SELECT** button.
  3. Select "SIMPLE" with the Point ◀▶ buttons. Press the Point button then the "Please wait..." message will appear and switching operation will start. Switching will take a while and after completing the operation the message "Ready for use" will appear. During the switching period, the projector cannot be operated. ("SIMPLE" LAN settings will be shown by pressing **SELECT** button. The settings cannot be changed.)
  4. Activate "Network Capture 4" which is installed in the computer.
  5. Click **Wireless Easy setting** button on the operation screen. The Wireless LAN setting screen will appear and the computer will start to set up the Wireless LAN setting. (Adjust the computer's Wireless LAN environment to the "SIMPLE" setting LAN environment.)
- After completing the settings, the computer will start searching the projector which was set as "SIMPLE" and will display the name of the projector or the IP address on the projector list.
- Confirm whether the LAN has been set correctly and works properly. Refer to "4. Wired LAN configurations" → "Confirming the operation" (p.28) for the confirmation procedures.
- If the network setup is not succeeded, the error screen will appear.

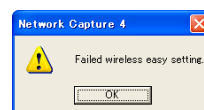
#### Setting screen



Wireless easy setting button



#### Error Screen



**Computer environment and Wireless LAN connection;**

Wireless LAN with Wireless Easy setting connection will be made via AdHoc mode. For setting contents, refer to “Wireless LAN factory default settings” (p.42).  
With the Easy setting, computer’s LAN environment setting will be switched to the setup environment. Because of that, the LAN cannot work for the other operation while using “Network Capture 4”.  
After terminating the application or pressing the Wireless Easy Setting button, the LAN environment will automatically go back to the previous state.

**Network PIN code**

The Network PIN code is to restrict the access from the networks to the projector.  
After setting the Network PIN code, you need to enter it to operate the projector via the networks. Select “Network PIN code” from the projector menu and press **SELECT** button. Set with the same procedures as setting Wired LAN Network PIN code. Refer to “4. Wired LAN Configurations” → “Network PIN code” (p.30).

**Network information**

Display the current LAN connecting environment. Select “Network Information” from the projector menu and press **SELECT** button.

Wireless Information (Example)

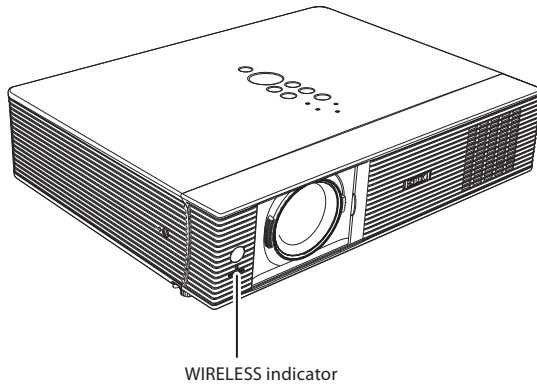
Network information	
MAIN PROGRAM:	V1.000
MAC ADDRESS:	08007B650056
IP ADDRESS:	169.254.53.0
WIRELESS MODE:	802.11b
NETWORK TYPE:	AdHoc
CHANNEL:	11
SSID/ESSID:	WIRELESS

**Wireless factory default**

Select “Wireless factory default” from the projector menu (p.34) and press **SELECT** button. All the LAN settings will go back to the factory default settings. For details, refer to “Wireless LAN factory default settings” (p.42).

## WIRELESS indicator display

When the wireless LAN configuration is set up correctly and the wireless communication is established with the access-point or the computer in the network, the WIRELESS indicator on the front panel lights up. While the projector scans the equipment in the network, the WIRELESS indicator blinks.



# Wireless LAN factory default settings

Factory default settings for LAN4, LAN5, and SIMPLE as follows.

Setting Items	Selected LAN		
	LAN4	LAN5	SIMPLE
IP ADDRESS	169.254.100.100	192.168.100.100	169.254.*.*
SUBNETMASK	255.255.0.0	255.255.255.0	255.255.0.0
GATEWAY ADDRESS	255.255.255.255	255.255.255.255	255.255.255.255
DNS ADDRESS	255.255.255.255	255.255.255.255	255.255.255.255
IP CONFIGURATION	MANUAL	DHCP	MANUAL
WIRELESS CHANNEL	11	11	11
NETWORK TYPE	802.11b AdHoc	INFRASTRUCTURE	802.11b AdHoc
WIRELESS SSID/ESSID (SSID/ESSID)	PJ-WIRELESS	ANY	PJ-WIRELESS
WEP (WEP encryption)	DISABLE	DISABLE	DISABLE
WPA-PSK (PSK key)	DISABLE	DISABLE	DISABLE
WPA2-PSK (PSK key)	DISABLE	DISABLE	DISABLE

## ***6. Basic setting and operation***

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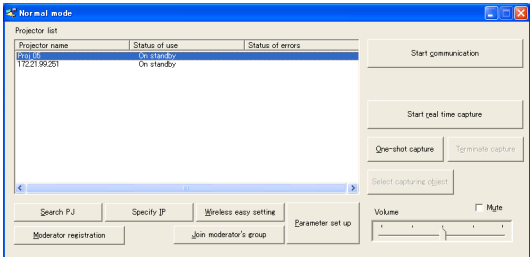
Describes basic operation and settings below by using the web browser.

- Initial setting  
Setup the basic setting such as Projector name, Network PIN code, Time setting, etc.
- Network setting  
Configure Wired/Wireless LAN environment.
- E-mail Setting  
Configure E-mail function to manage the projector.
- SNMP Setting  
Configure SNMP function to manage the projector.

Caution: When operating the projector with the browser, connect the projector to the computer with Wired or Wireless LAN. Complete the connection in advance.

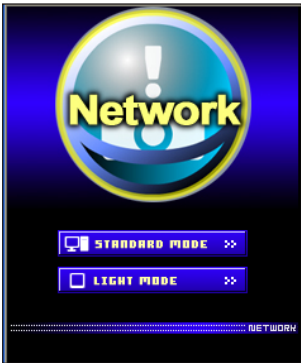
# Starting up the Browser

1. Turn on the projector.
2. Start up the Network Capture 4. The Network Capture 4 searches projectors in the network and lists up the IP address or projector name of the projector on the Network Projector List.
3. Double click the projector to set from the Network Projector List.
4. The web browser will start up and display the setting page of the projector.



## Select a display mode and login

This product provides 2 types of control mode, Standard Mode and Light Mode as below. Select a proper mode to match your PC and network environment by clicking on the text link. Once you select your desired display mode, the setting page you selected display mode will be displayed automatically from the next login. To change the display mode, click "Top" on lower-right corner of the setting page (p.45).



### STANDARD MODE

For computer display, displays graphical menus and settings. This mode is recommended for standard use.

### LIGHT MODE

Displays with 200 x 300 dots. This mode is optimized for use of the handheld computer, PDA, etc. It is also convenient if the network traffic is heavy. (This mode has some limitations on the network viewer and multi-control functions.)

If the password has been set on the setting page, the authentication window will appear. In that case, type "user" onto the **User Name** text area and the login Network PIN code onto the **Password** text area and then click **OK** button.

\* The entered User Name must be "user" and it can not be changed.



[Note]

When the projector is accessed for the first time or the Network PIN code "0000" is set, the auto-login is performed and the next main setting page is displayed.



## Display of main setting page

The following main setting page will be displayed depending on your display mode selection. Perform various kinds of settings through this page. Click on the menus to display the control and setting pages.

### 1 Main setting page in the Standard Mode display

**Initial setting**  
Power & Status  
PC Adj.  
**Control**  
Setting  
E-mail setting  
Network  
Multi control  
Timer  
Information  
SNMP setting

**Control**  
Input: Sy class  
Sound  
Image adj.  
1 2  
Contrast 32  
Brightness 32  
Color ---  
Tint ---

**Clock display**  
Display on or off by clicking text ON or OFF

**Sub menu tab**  
Switches the sub menu tab.

**Page numbers**  
Switches the pages by clicking the number's tab.

**Main menu**  
For selection of control and setting items of the projector.

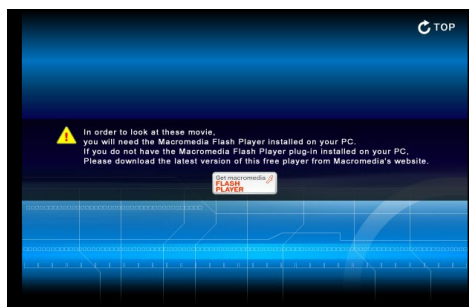
**Setting page**  
Displays the control and setting items according to the selected menu.

Returns to Display Mode selection page (p.44)

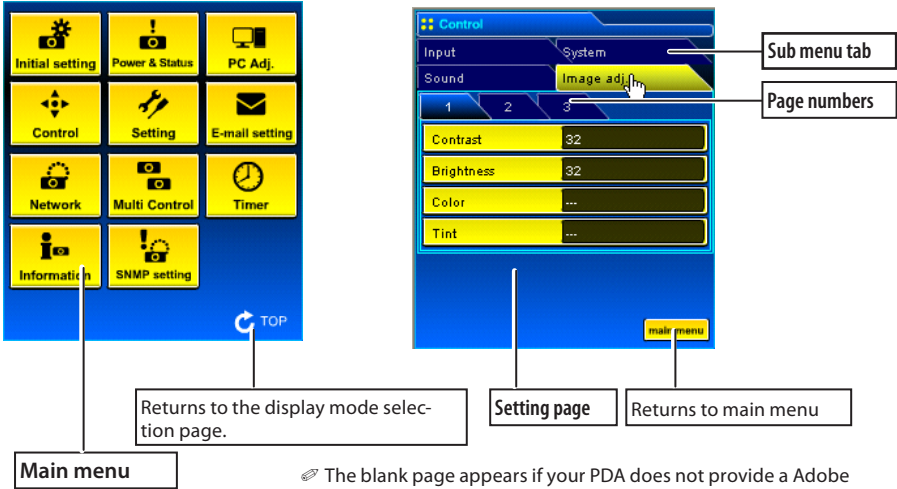
\* To change the screen language, use the initial setting menu (p.48)

This Standard mode display is mainly used through this manual for the setting and control description.

If your computer does not have the Adobe Flash Player version 6 or later, follow the message on the control page to install the Adobe Flash Player. For further product information or installing, see the Adobe homepage.  
<http://www.adobe.com>



## 2 Main setting page in the Light Mode display



The blank page appears if your PDA does not provide a Adobe Flash Player. You need to install the Adobe Flash Player. (p.45)

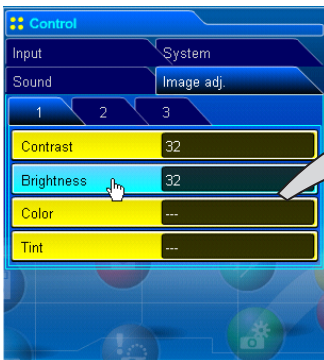
### The network viewer function in the Light mode has following limitations;

- Cannot select the program or folder for the display.
- Cannot check up the images in the folder or program.

## How to use the setting page

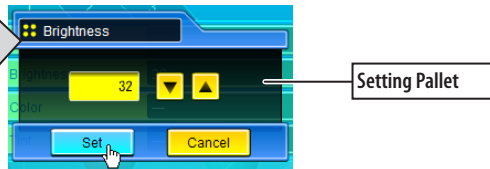
To control and set up the projector, use the setting menus on the web browser. The basic operation and procedures commonly used on this manual are described below.

### Example of the Setting Page



The setting pallet appears after clicking the item. Change the value by clicking ▲ or ▼ button, or type the number onto the text box directly and then click Set button.

\* Each item has a valid setting range respectively.



The value in the text box indicates current value.

Each item has a valid setting range. The setting value exceeding its range becomes invalid. Some control items can not be used depending on the selected input mode or functions of the projector you use. In that case, the values of those items are indicated with "---".

## Type of the setting pallet

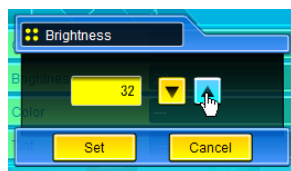
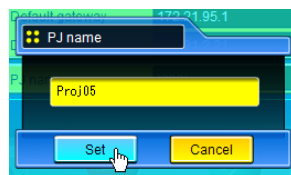
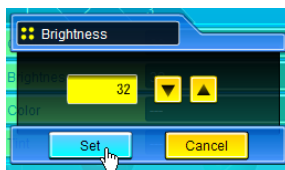
### Text box setting

Enter the number or text and then click **Set** button.

or

Change a value with ▲ or ▼ button and then click **Set** button.

The value changes quickly when ▲ or ▼ button is kept pressing.

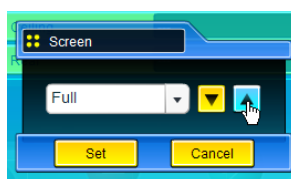
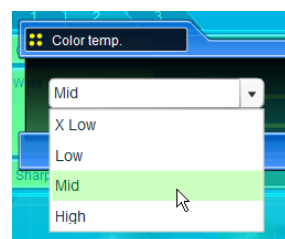


### Pull-down menu setting

Select an item with pull-down menu button and then click **Set** button.

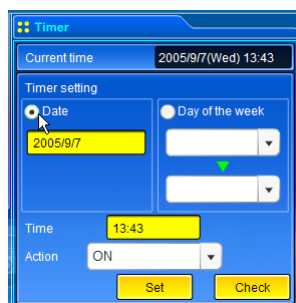
or

Select an item by clicking ▲ or ▼ button.



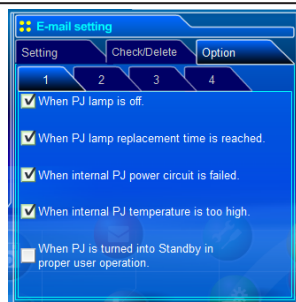
### Radio button setting

Select an item by selecting a radio button



### Check box setting

Select items by ticking on check boxes.





# Initial setting

After installing the projector, perform the following basic initial setting.  
Click **Initial Setting** on the main menu to display the initial setting page.



Item	Description
Language .....	Switches display language on the setting page. English or Japanese.
Model name .....	Indicates the model name of the projector.
Projector name.....	Sets the name of projector. This projector name is listed on the application window of the Network Capture software.
Network PIN code .....	Sets the Network PIN code to login the setting page (p.30, p.40)
PJLink .....	Switches PJLink password authentication on or off.
Password.....	Password for PJLink function

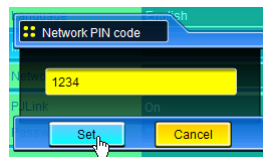
## Network PIN code setting

This is to set the Network PIN code to restrict the access from an unauthorized person through the network.

Enter a 4-digit number as the Network PIN code onto the text box and click **Set** button.

The projector's network part begins restarting and it takes about 20 seconds. Close (Quit) the web browser and access to the login page again in 20 seconds. This is to perform the login authentication firmly.

The default Network PIN code as [0000], which means no Network PIN code is set.

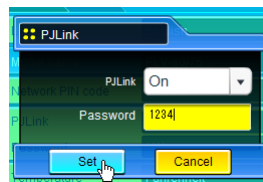


- ☞ When you connect the projector to the network, it is recommended to set a new Network PIN code. Only a four-digit number is valid for the Network PIN code.
- ☞ If you forget the Network PIN code to the projector, you can check it by selecting "Network PIN code" sub menu from "Network" menu on the projector. For further information, please see item "Network PIN code setting" (☞p.30, p.40).

## PJLink and password setting

This is to set the PJLink password authentication on or off. If "On" is set with the PJLink pull-down menu, the password must be required. Enter a **password\*** onto the text box and click **Set** button.

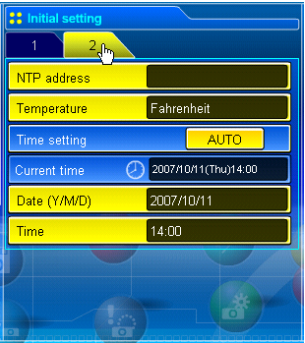
Refer to the projector owner's manual for further details of the PJLink function.



- ☞ 1 to 32 alphanumeric characters can be used for the password.

## What's PJLink?

The projectors equipped with PJLink function can be used together on the same network, regardless of model or brand, for centralized control and monitoring. This standard was established by the Japan Business Machine and Information System Industries Association (JBMA). <http://pjlink.jbmia.or.jp/>



Item	Description
NTP address.....	Enter the address of NTP server. Please consult your network administrator for setting up of the NTP server.
Temperature.....	Switches display temperature unit Centigrade or Fahrenheit
Time setting.....	When clicking <b>AUTO</b> button, the date and time set on your computer are set to the projector. The timer icon appears when time is set up correctly.
Current time.....	Indicates current date and time set on the projector
Date.....	Sets date in manual
Time.....	Sets time in manual

## Date and time setting

NTP is abbreviated expressions of Network Time Protocol. It is a protocol to acquire the exact current time via the network. This projector acquires the current time from the NTP server and update the time in the network module. After setting the NTP address, the projector acquires the time per 24 hours. If the projector fails acquiring the time from the NTP server, the projector try to acquire the time every 1 hour until it succeeds.

When the NTP address is not set, perform the time setting with "Auto-setting" or "manual setting" described below.

### Auto setting

Click **AUTO** button on the page, the date and time set on your computer are set to the projector.

Note:

Confirm that your computer has a correct clock time before performing the auto time setting.

### Manual setting

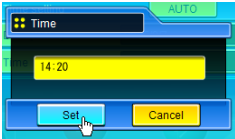
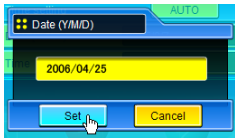
Click the item **Date** or **Time** and enter the date or time on the input box with adequate format.

Date is in year/month/day format.

ex. 2007/10/05

Time is in 24-hour:minute format.

ex. 18:30



This projector does not provide the built-in battery. The date and time information are lost when the projector turns off ( when "Eco" is set for the stand-by mode (Refer to p.72)), or the network configuration is reset, or the input mode "Wired" or "Wireless" is turned. The timer function is disable until time is set up correctly. When using the NTP address for time setting, the current time is acquired at the projector starting up and the timer function is activated after finishing the time setting correctly.



## Network configuration

Click **Network** on the main menu. The following setting page is displayed. Set up the projector's network environment on this **Setting** sub menu.



### Setting of LAN

1. Select a type of LAN from **Change setting** pull down menu.

- LAN1(Wired)
- LAN2(Wired)
- LAN3(Wired)
- LAN4(Wireless)
- LAN5(Wireless)
- Simple(Wireless)

For the default setting of the above LAN, see the items "Factory Default Setting".

Item	Description
Change setting.....	Selects LAN1 to LAN5 and Simple
IP configuration.....	Sets DHCP or Manual
IP address .....	Sets IP address of the projector
Subnet mask.....	Sets Subnet mask.
Default gateway*1.....	Sets IP address of the default gateway (Router)
DNS*2 .....	Sets IP address of the DNS server.

\*1 Set [255.255.255.255] if the network does not provide the gateway (router).

\*2 Set [255.255.255.255] if you do not use the function E-Mail alert.

2. Select either "Manual" or "DHCP" from **IP configuration** pull down menu. When "DHCP" is selected, IP address, Subnet mask, Default Gateway, DNS are automatically configured by DHCP function. Only the DNS address allows you to set up manually if the DNS address information is not provided on your DHCP server. When selecting "Manual", configure all the items manually. For further information, contact your network administrator. The address must be entered as 4 number groups separated by a dot like [192.168.001.101].
3. After completing the network configuration, press **Regist** button to register the network information. The Simple(Wireless) setting is fixed, which cannot be changed from factory default value.
4. To apply the setting, press Set button. The network of the projector starts re-booting and applies the setting. It takes about 20 seconds to complete. Close the web browser and access to the login page again in 20 seconds.  
On the screen of the projector, the "Please wait..." message will appear and switching operation will start. Switching will take a while and after completing the operation, the "Ready for use" message will appear. During the switching period, the projector cannot be operated.

The screenshot shows a web-based network configuration interface titled "Network". It has three tabs: "Setting", "Viewer", and "Capture". Below the tabs are three numbered sections: 1, 2, and 3. Section 1 contains a "Change setting" dropdown menu set to "LAN1(Wired)". Section 2 contains an "IP configuration" dropdown menu set to "Manual". Section 3 contains several input fields with yellow backgrounds: "IP address" (172.21.99.143), "Subnet mask" (255.255.255.0), "Default gateway" (172.21.99.1), and "DNS" (172.21.1.53). At the bottom of section 3 are two buttons: "Regist" and "Set".

When you use LAN4(wireless) or LAN5(Wireless), the setting items of page [2] and [3] are activated and you can setup Wireless LAN setting and Security setting. See the item "Wireless LAN Setting and Security Setting" for further setting.

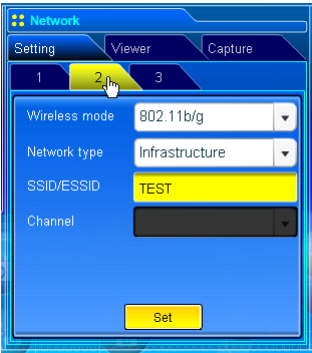


# Configuring wireless LAN setting and security setting

Configure the wireless LAN setting and security setting for LAN4 and LAN5.

## Configuring wireless LAN setting

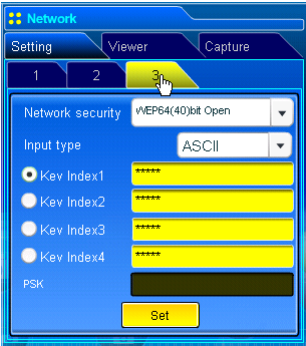
1. Click page [2] of setting pages. Following wireless LAN setting can be done. After completing the configuration, press **Set** button.



Item	Description
Wireless Mode .....	Select the Communication standard 802.11b or 802.11b/g
Network Type.....	Select either "Infrastructure" or "AdHoc". When selecting the "AdHoc", the security "WPA-PSK" and "WPA2-PSK" mode are not available.
SSID/ESSID .....	Set the SSID/ESSID. (up to ASCII 32 characters) SSID/ESSID is case-sensitive. Even though all characters on the Wireless information is uppercase, it is necessary to distinguish between upper case and lower case characters.
Channel.....	If you use the projector in 802.11AdHoc mode, select the channel, from 1 to 11.

Configuring wireless LAN security setting

Click page [3] of setting pages. Following wireless LAN security setting can be done. After completing the configuration, press Set button.



Item	Description										
Network security	Sets the type of encryption. Following types are available. WEP64(40)bit Open WEP64(40)bit Share WEP128(104)bit Open WEP128(104)bit Share WPA-PSK(TKIP) WPA2-PSK(AES)										
Input type	ASCII or HEX. See item "Notes for entering characters"										
Key index1 - 4	Enter keys of encryption. The used number of character changes as the table below according to the type of WEP encryption and input type. <table><tr><th>WEP option</th><th>Characters</th></tr><tr><td>WEP64(40)bit ASCII</td><td>5 characters</td></tr><tr><td>WEP64(40)bit HEX</td><td>10 characters</td></tr><tr><td>WEP128(104)bit ASCII</td><td>13 characters</td></tr><tr><td>WEP128(104)bit HEX</td><td>26 characters</td></tr></table>	WEP option	Characters	WEP64(40)bit ASCII	5 characters	WEP64(40)bit HEX	10 characters	WEP128(104)bit ASCII	13 characters	WEP128(104)bit HEX	26 characters
WEP option	Characters										
WEP64(40)bit ASCII	5 characters										
WEP64(40)bit HEX	10 characters										
WEP128(104)bit ASCII	13 characters										
WEP128(104)bit HEX	26 characters										
PSK	Available when the "WPA-PSK(TKIP)" or "WPA2-PSK(AES)" is selected. The PSK key must be no fewer than 8, nor more than 63 digits with ASCII code, and 64 digits with Hex code.										

Notes for entering characters:

The “¥” symbol is displayed as “\” when the ASCII key is used. The “\*” symbol is treated as a character by the ASCII key, but it is not interpreted as a character by the HEX key. In HEX, the “\*” symbol is displayed in red and setting is denied.

You can not set all the characters with the “\*” symbol. It will be considered as no operation.

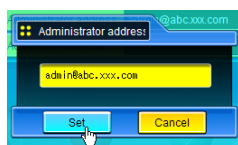
ASCII key characters : Space - 0 to 9 A to Z a to z ! " # \$ % & ' ( ) \* + , . / : ; < = > ? @ [ ¥ ] ^ \_ ` { | } ~

HEX key characters : 0 to 9 a to f



## E-mail setting

This product has an E-mail function which can send an alert message to users or an administrator if it detects an abnormality on the projector or run out of the life span of the lamp. Click **E-mail Setting** on the main menu and follow the below steps.



Item	Description
SMTP server*1	.....Sets server name or IP address of the SMTP server
Administrator address	.....Sets e-mail address of administrator
Add e-mail address	.....Sets e-mail address of the user to send a mail when the projector has an abnormality.

### 1 Setting SMTP server and administrator address

Set the server name or IP address of the SMTP server\*1 and administrator address. The administrator address is set to "Reply-To" address of the message sent from the projector.

\*1 The SMTP server is a server for sending E-Mail. Please contact your network administrator to have this SMTP server address. When the server name for SMTP server is used, DNS must be set up to activate the e-mail function.(p.51)

- ☞ If the projector sends an alert message due to the abnormality on the projector but the SMTP server is down in some other reason, the message will not be sent. In that case, the message "Unable to connect to server." will be displayed on the setting page. To clear this message, set up SMTP server address again.
- ☞ To use the E-Mail function, it must be set the DNS address on the Network setting page correctly.
- ☞ You cannot use this E-mail function if the DNS server and SMTP server cannot be used in your network environment.

## 2 Registering and deleting E-mail addresses

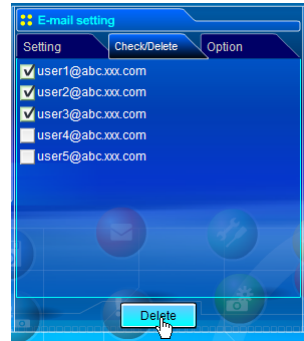
Click "Add e-mail address" and type the e-mail address onto the text box and click **Set** button. To check the registered addresses, click **Check/Delete** sub menu tab. The addresses are listed as the figure on the right.

☞ Up to 10 E-mail addresses can be registered.

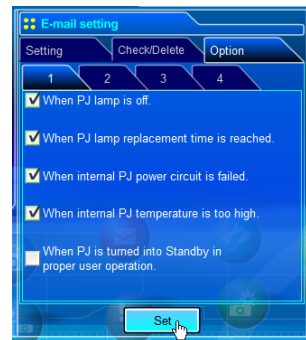
To delete the registered addresses, check the address you want to delete and click **Delete** button.



Check / Delete



Option



[1]-----

- ☐ When PJ lamp is off.
- ☐ When PJ lamp replacement time is reached.
- ☐ When internal PJ power circuit is failed.
- ☐ When internal PJ temperature is too high.
- ☐ When PJ is turned into Standby in proper user operation.

[2]-----

- ☐ When accumulated filter use time reaches [ ] hours.
- ☐ When Power management function turns PJ lamp off.
- ☐ When the signal is interrupted.
- ☐ When Auto Play is failed.

[3]-----

- ☐ When lamp Corres. Value reaches [ ] hours.  
Attached message

- ☞ If condition "When Auto Play is failed" is checked, the trap is sent when the error occurs during the auto display operation using with the network viewer function (☞p.109). For further information of the error, refer to item "Auto Display setting and control page [3]" (☞p.124).
- ☞ The length of message should be less than 255 characters.
- ☞ Up to 99,999 hours can be set for use time.

## Examples: Type and contents of alert mail

When the projector has an abnormality, the following alert messages are sent to the registered E-mail address depending on your selected condition. Administrator or user can take an efficient action quickly by receiving this message. This is very useful to maintain and service the projector. The following are examples of received messages.

### ● When internal PJ temperature is too high:

TITLE: Message from projector  
10-03-2007 00:59  
Projector Model Name: *model name*  
TCP/IP: 192.168.1.201 Projector Name: Proj05

It sends you following message.

\*The Projector lamp is turned off, because internal Projector temperature is too high. Wait for the completion of the cooling process and make sure the projector has been turned into Standby. Then turn the projector on again.  
If the Indicator continues flashing, check the air filter for dust accumulation.

[A] 81.5 degrees fahrenheit [B] 134 degrees fahrenheit [C] 95.6 degrees fahrenheit  
Temperature of Sensor B is too high.

- ☞ The projector let users know the information which thermal sensors inside the projector detected the abnormal temperature risen and so the projector was turned off. Please refer to item "Power control and status check" (☞ p.64) for the location of the sensors and each temperature. Also see the owner's manual of the projector for further details.

### ● When internal PJ power circuit is failed:

TITLE: Message from projector  
10-03-2007 00:59  
Projector Model Name: *model name*  
TCP/IP: 192.168.1.201 Projector Name: Proj05

It sends you following message.

\*The Projector lamp is turned off, because Projector power circuit is failed. Unplug the Projector from AC outlet and ask servicing to qualified service personnel.

MAIN,	ALL	OK	} Error information
FAN,	5V	OK	
MCI,	3.3V	NG	

- ☞ The projector lamp was turned off, because the projector power circuit failed. Unplug the projector from AC outlet and contact a qualified service personnel for service with the error information.

● **When PJ lamp replacement time is reached:**

TITLE: Message from projector  
10-03-2007 00:59  
Projector Model Name: *model name*  
TCP/IP: 192.168.1.201 Projector Name: Proj05

It sends you following message.

\*The PJ lamp replace time is reached.

- ☞ Replace it with a new lamp immediately and reset the lamp counter. If the projector is used without resetting the lamp counter, the alert mail is sent to users in every power-on of the projector. This alert mail will not be sent when the mail sending condition "When the life span of lamp is reached" is unchecked.

● **When lamp corres. value reaches preselect use time:**

TITLE: Message from projector  
10-03-2007 00:59  
Projector Model Name: *model name*  
TCP/IP: 192.168.1.201 Projector Name: Proj05

It sends you following message.

\*The accumulated lamp use time reaches 1800 hours.  
Prepare for the lamp replacement.

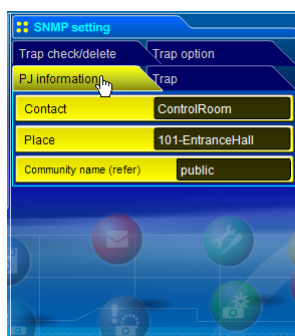
Discretional messages

- ☞ The projector sends a free message when the lamp use time (Corresponding value) reaches the preselected lamp use time. It can be used for preparation of the lamp replacement and the maintenance required.



## SNMP setting

This product provides a SNMP (Simple Network Management Protocol) agent function. The SNMP consists of a manager and agents. The group which exchanges information with SNMP is called "Community". There are two access modes in a community, Refer (read only) and Set (read- write). This product allows to use Refer (read only) only. The SNMP message informs the projector status called "Trap" to an administrator. Click **SNMP Setting** on the main menu and set up each item.

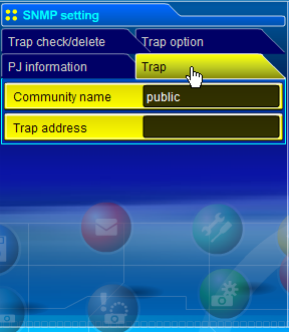


### PJ information

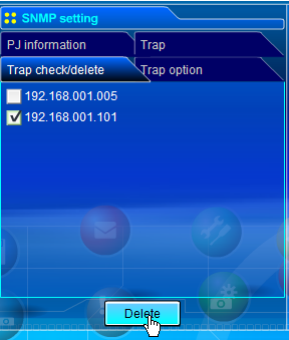
#### Item Description

<b>Contact</b> .....	Enter user name of the projector etc. (optional)
<b>Place</b> .....	Enter place of the projector (optional)
<b>Community name(refer)</b> .....	Enter community name (read only). Default name is "public".

The SNMP agent provided with this product is based upon MIB-2 defined by RFC1213. For private MIB information, refer to file "Mibinfo/XUPjNet.mib" in the CD-ROM.

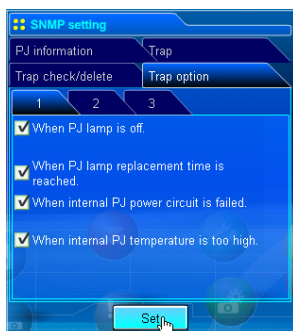


Trap	
Item	Description
Community name .....	Enter community name to send "Trap". Default name is "public".
Trap address .....	Enter IP address of the SNMP manager computer to receive "Trap". Up to 10 address can be registered. Up to 10 trap addresses can be registered.



Trap check/delete	
Check and delete the trap address	
Checking the registered trap address and deleting the address.	
To delete the address, tick the check box in front of the IP address and click <b>Delete</b> button.	





### Trap option

#### Trap option setting

Tick the check boxes in front of the condition item to send the trap.

Click **Set** button if you tick or un-tick the check box on a page.

[1]-----

- ☒ When PJ lamp is off.
- ☒ When PJ lamp replacement time is reached.
- ☒ When internal PJ power circuit is failed.
- ☒ When internal PJ temperature is too high.

[2]-----

- ☐ When PJ is turned into Standby in proper user operation.
- ☐ When lamp Corres. Value reaches [   ] hours.
- ☐ When Power management function turns PJ lamp off.

[3]-----

- ☐ When the signal is interrupted.
- ☐ When Auto Play is failed.
- ☐ When accumulated filter use time reaches [   ] hours.

Up to 99,999 hours can be set for the time setting.

If condition "When Auto Play is failed" is checked, the trap is sent when the error occurs during the auto display operation using with the network viewer function (p.109). For further information of the error, refer to item "Auto Display setting and control page [3]" (p.123).



## ***7. Controlling the projector***

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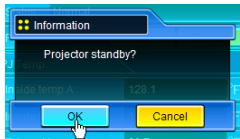
Describes controlling and setting of the projector by using the web browser.



## Power control and status check

Click **Power & Status** on the main menu. The control page will be displayed.

By clicking **ON** or **Standby** button on the page, the power of the projector can be controlled.




Popup confirmation window



Item	Description
------	-------------

### PJ status

- Power .....Displays the status of the lamp. (ON, OFF, On starting up, On cooling down)
- Status .....Displays the status of the projector's power. (Refer to next page.)
- Power control.....Controls the projector power by clicking the "ON" or "Standby" button.

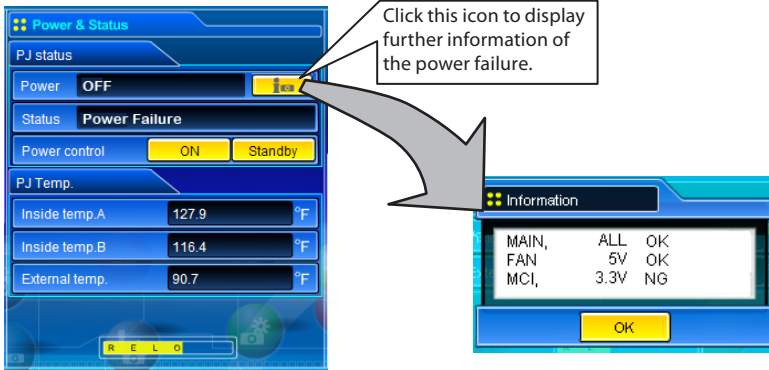
### PJ temp.

- Inside temp.A .....Displays the surrounding temperature of lamp in the projector.
- Inside temp.B .....Displays the surrounding temperature of panel in the projector.
- External temp. ....Displays the surrounding temperature of the intake vent.
-  .....The warning icon will appear if the temperature exceeds a specified value. Check if there is no object to obstruct the airflow around the intake or exhaust vent. It might be airfilter clogged. Replace the airfilter with new one.  
\* The temperature unit can be set either Centigrade or Fahrenheit in the item "Initial Setting". (p.50)

-  The projector cannot be turned on while the projector is cooling down.
-  The web browser checks and updates the projector's condition every 30 seconds automatically.

## About projector condition

Status	Description
Normal.....	Projector is operating normally.
Power management in operation.....	Power management is operating
Lamp failure.....	Lamp failure is occurring
Abnormal Temperature.....	The temperature of the projector became too high
Cooling down after abnormal Temp. ....	Projector detects abnormal temp. and is cooling down itself.
Standby after Abnormal Temp. ....	Projector detects abnormal temp. and is set into standby mode.
Power failure .....	Power failure has occurred inside the projector. Projector is turned off. Unplug the AC cord and contact a qualified service personnel for service. If the power failure occurs on the projector, "Power failure" is indicated on the status column and the information icon appears on the power column as shown below. Click this icon to display further information of the power failure.



When a security (PIN code lock) has been set on the projector, you also cannot control it through the network. To control the projector through the network, unlock the security on the projector using with the projector's menu control.

### Caution about turning on/off the projector via the networks

When turning on/off the projector via the networks, preset the projector as follows:

1. Select "Setting" from the Projector menu.
2. Select "Standby mode" from the Setting menu and set it as "Normal".

If you set this function as Normal, the network part of the projector is constantly provided with power even if the projector is turned off. If you set this as Eco, then the network part will be turned off when you turn off the projector. Consequently, you cannot turn on/off the projector via the networks.



# Controls

Click **Control** on the main menu. The setting method differs depending on the contents of the page. Click on the page number to change pages and select desired setting items.

Please see the owner's manual of the projector to have the further information of each control item.



## Input

This function is to select the input mode and source mode of the projector. Click **Set** button after selecting the input and source mode.

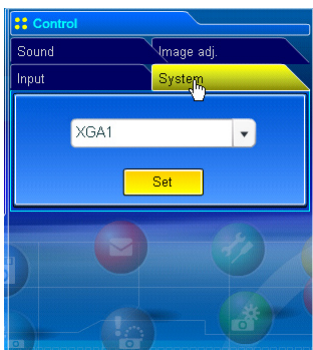


Item	Description
Input.....	Selects input mode of the projector.
Source.....	Selects signal source of the input.
Computer1 :	RGB(PC analog) RGB(PC digital) RGB(AV HDCP)
Computer2 :	RGB Component RGB(Scart)
Video :	Auto Video S-video
Network:	Wired Wireless

- The control page displays valid control items depending on the selected input mode, signal or functions of the projector you use, therefore, there may be different controls between the described items and actual control items on the page display. For further information , refer to the projector's owner's manual.
- When the projector is standby, only the timer on the setting menu is available; others are not available.

## System

This function is to select the system of signal input to the projector. The available system mode are listed on the pull-down menu button according to the input signal. Select a system and then click **Set** button.



### Available selection at the RGB(PC analog) input

Item	Description
XGA1 .....	It automatically switches to the proper computer system of the input signal. * The computer system modes (VGA, SVGA, XGA, SXGA, UXGA, WXGA...) which meet the input signal listed.

### Available selection at the RGB(PC digital) input

Item	Description
D-XGA .....	It automatically switches to the proper computer system of the input signal. * The computer system modes (D-VGA, D-SVGA, D-XGA, D-SXGA1...) which meet the input signal listed.

### Available selection at the Video/S-video/Scart input

Item	Description
AUTO .....	It automatically switches to the proper color system of the input signal. * The selectable color systems are PAL, SECAM, NTSC, NTSC4.43, PAL-M and PAL-N. * AUTO is fixed at the Scart input.

### Available selection at the RGB(AV HDCP) input

Item	Description
AUTO .....	It automatically switches to the proper scanning system of the input signal. * The selectable scanning systems are D-480p, D-575p, D-720p, D-1035i and D-1080i.

### Available selection at the Component input

Item	Description
AUTO .....	It automatically switches to the proper scanning system of the input signal. * The selectable scanning systems are 480i, 575i, 480p, 575p, 720p, 1035i and 1080i.

☞ If the modes (Mode1 to Mode5) stored in the item "PC Adjustment" (p.70) are available, they are also listed together with the above mode.

# Image adjustment

This function is to adjust the projected picture image and save the image mode. To store the adjusted value, click **Store** button, and to load the adjusted value, click **Load** button.



Item	Description
Contrast.....	Adjusts picture contrast
Brightness .....	Adjusts picture brightness
Color.....	Adjusts picture color saturation
Tint.....	Adjusts picture hue

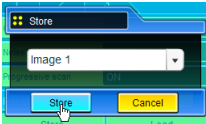


Item	Description
Color Temp.....	Sets a color temperature mode.
White Balance Red, Green, Blue .....	Adjusts each white balance respectively.
Sharpness.....	Adjusts picture sharpness.

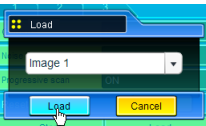
\* When the value of the white balance is changed, the color temp. indicates "Adj."



Item	Description
Gamma.....	Adjusts brightness of darker part of the picture.
Noise reduction .....	Switches noise reduction mode
Progressive scan .....	Switches progressive mode
Reset.....	Resets the Image adjustment to previous levels.
Store .....	Stores the Image adjustment values. Select an item [Image 1 - Image 4] from the pull-down menu and click <b>Store</b> button.



Load.....Loads the Image mode. Select an image mode from the pull-down menu and click **Load** button. There may not be available mode depending on the input mode as shown in the table left.



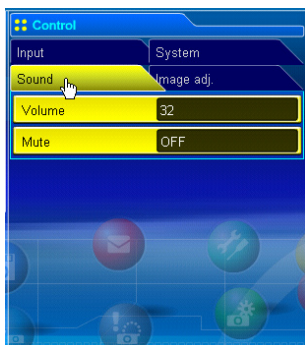
Input source		
Image mode	Video	Computer
Dynamic	✓	✓
Standard	✓	✓
Real	*	✓
Cinema	✓	*
Blackboard(Green)	✓	✓
Image 1 - 4	✓	✓

☞ The mark "✓" indicates the available image mode in the selected input source. The error message appears when the disabled image mode indicated with "\*" is selected.



## Sound

This function is to adjust the sound of the projector. The values in the text box represent the current control value or status.

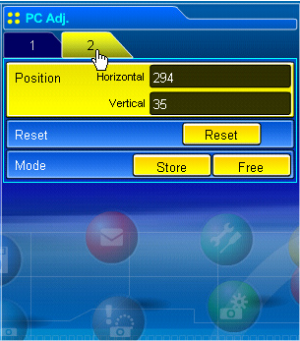
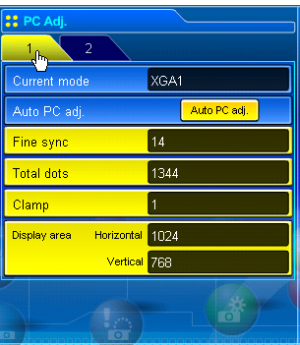


Item	Description
Volume .....	Adjusts the sound volume from the speakers.
Mute .....	Suppresses the sound.



# PC adjustment

Click PC Adj. on the main menu. This function is to adjust the signal from the computer connected to the projector to obtain the proper picture image on the screen.



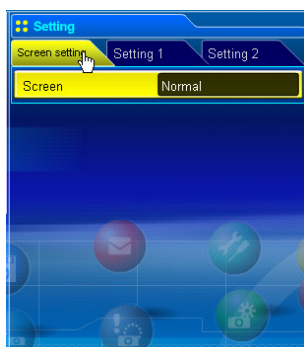
Item	Description
Current mode.....	Displays a current mode like VGA, SVGA, XGA, SXGA, UXGA, WXGA, etc. or MODE1 - MODE5 are the customized mode created by using the "Mode Store" function described below.
Auto PC adj. ....	Performs automatic adjustment.
Fine sync. ....	Performs Fine Sync adjustment.
Total dots.....	Adjust the number of total dots in the horizontal period.
Clamp.....	Adjusts the phase of the clamp.
Display area	
Horizontal .....	Adjusts the image area horizontally.
Vertical .....	Adjusts the image area vertically.

Item	Description
Position	
Horizontal .....	Adjusts the horizontal position of the screen.
Vertical .....	Adjusts the vertical position of the screen.
Reset.....	Resets the PC adjustments to the previous levels.
Mode Store .....	Stores the PC adjustment values. Select a mode no. [Mode1 - Mode5] from the pull-down menu.
Mode Free .....	Clear the PC adjustment values. Select a mode no. [Mode1 - Mode5] from the pull-down menu.



## Setting up the projector

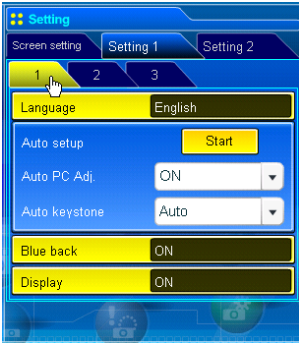
Click **Setting** on the main menu. This function is to set up the projector. Select the sub menu [Screen setting], [Setting 1] or, [Setting 2] and then set up each setting.



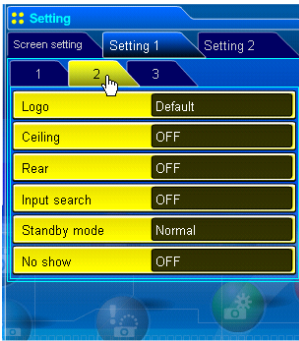
Item	Description
Screen.....	Switches the screen mode. There may not be available mode depending on the input mode as shown in the table below.

Input source		
Screen mode	Video	Computer
Normal	✓	✓
True	*	✓
Full	*	✓
Zoom	✓	✓
Natural wide	✓	✓
Custom	✓	✓

☞ The mark "✓" indicates the available screen mode in the selected input source system. The error message appears when the disabled screen mode indicated with "\*" is selected.



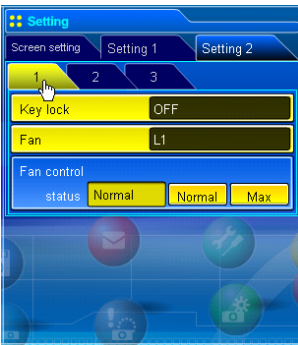
Item	Description
Language .....	Sets the language display of projector's on-screen display menu.
Auto setup .....	Executes the Auto PC Adj. and Auto Keystone function below according to the each setting after clicking <b>Start</b> button.
Auto PC Adj. ....	Sets Auto PC Adjustment mode.
Auto Keystone...	Sets Auto Keystone mode.
Blue back .....	Sets the blue screen background when no signal input.
Display .....	Switches on or off the on-screen menu display on the screen.
Countdown off ....	Displays image during the starting up.



Item	Description
Logo .....	Sets the logo display on the screen during the startup.
Ceiling.....	Sets the image top/bottom and left/right reversed.
Rear.....	Sets the image left/right reversed.
Input search.....	Sets the auto-input signal detection mode.
Standby mode .....	Sets the network function enable or disable in the standby mode.
	Normal..... Enable
	Eco ..... Disable
No show .....	Sets the black out image temporarily.



Item	Description
Freeze.....	Sets the image to freeze mode.
Power management .....	Sets into the selected power management mode if the input signal is interrupted and no control key is pressed for the specified period of time.
	*The specified time can be set 1 to 30 min.
On start .....	Sets the power-on mode when the AC cord is connected to the outlet.
Lamp control.....	Selects lamp control mode.
Pointer .....	Sets the pointer form.
Remote control .....	Sets the remote control code.



Item	Description
Key lock.....	Sets the prohibition of controls either Projector or Remote control.
Fan .....	Sets the cooling options after turning off. L1 Normal cooling L2 Silent cooling
Fan control.....	Sets the fan control speed.
Status .....	Indicates the current fan mode.

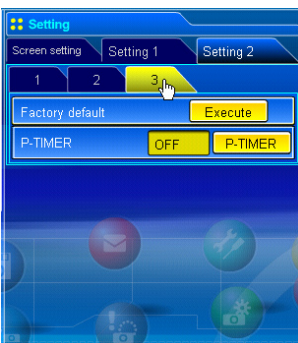


Item	Description
Lamp counter .....	Displays the lamp use time (Corresponding value) . Reset the time after lamp replaced.

#### Lamp counter resetting

1. Select a Lamp radio button and then click **Reset** button.
2. Click **OK** button to execute the reset.

Filter counter.....	Displays the filter use time. Reset the time after filter replaced.
Filter warning.....	Sets the time to indicate the filter replacement message on the screen.



Item	Description
Factory default.....	Sets all of the projector control items to the factory default setting except the following items. Lamp Corres. Value, PJ time, Filter time.
P-TIMER .....	Switches the P-TIMER display. ON ..... Starts P-TIMER indication STOP ..... Stops P-TIMER counting OFF ..... Stops P-TIMER indication



## Timer setting

This page is to set the timer to turn the projector off or on at a programmed day/date and time. Follow the steps below for setting.

Click **Timer** on the main menu.

"---" will appear on the current time when the time is not set up correctly.

Present time set on the projector



## How to set the timer

### 1 Set a day or date

To set the timer event at the same time everyday or every week,

Select **day** entry with radio button and then select desired day from the pull-down menu button.

The selectable days are as follows:

- Same time everyday
- Every week (days from Monday to Sunday)

To set the timer event on specified date,

select **date** entry with radio button and then type the date with (Year/Month/Date) format.

Ex.: Type [2007/12/20] if you specify [December 20, 2007].

This projector does not provide the built-in battery. The date and time information are lost when the projector turns off (when "Eco" is set for the stand-by mode (Refer to p.72)), or the network configuration is reset, or the input mode "Wired" or "Wireless" is turned. The timer function is disabled until time is set up correctly. When using the NTP address for time setting, the current time is acquired at the projector starting up and the timer function is activated after finishing the time setting correctly.

## 2 Set an execute time

Type the time with (Hour:Minute) and 24 hours format.

Ex.: Type [18:25] if you specify [PM 6 o'clock and 25 minutes].

## 3 Select an event action

Select an event action from the pull-down menu.

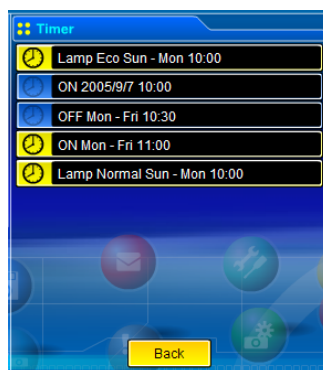
Event	Action
ON .....	Turns on the projector
OFF .....	Turns off the projector
Lamp Auto .....	Changes lamp mode to "Auto"
Lamp High .....	Changes lamp mode to "High"
Lamp Normal .....	Changes lamp mode to "Normal"
Lamp Eco .....	Changes lamp mode to "Eco"

## 4 Register an event

Click **Set** button to register the set timer event. Repeat steps 1 to 4 for another timer event setting.

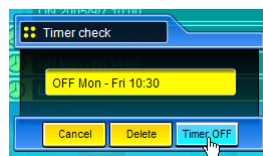
## Check the timer events

To check the set timer events, click **Check** button. The timer events are listed. The event with blue background color represents the timer-OFF event.



## Change the event mode

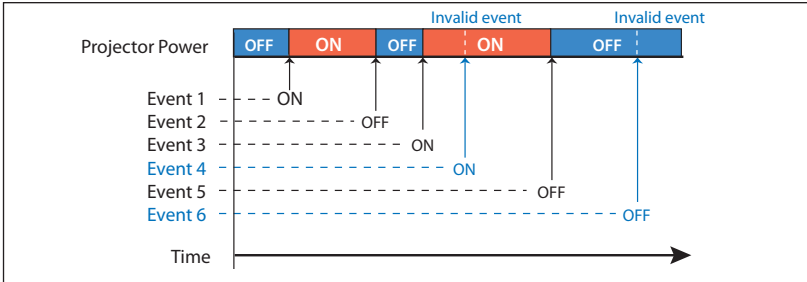
On the event list appearing by clicking **Check** button, click on the event you want to delete, disable or enable. Click **Cancel**, **Delete**, **Timer ON** or **Timer OFF** button on the popup pallet.



Button	Operation
Cancel .....	Cancel the setting
Delete .....	Delete the timer event
Timer OFF .....	Disable the timer event temporarily
Timer ON .....	Enable the timer event

## Notes on timer setting

- Up to 10 timer events can be registered. Timer events always operate according to the next valid event depending on the projector's power status. In the example below, event 3 turns on the projector so next event 4 (also turning on projector) will not be effective because the projector is already turned on. Similarly, when the projector is turned off by event 5, event 6 OFF will not be effective in turning it off again. But these secondary events (event 4 and event 6) will become effective if a person turns off the projector (after event 3 and before event 4) or turns on the projector (after event 5 and before event 6).



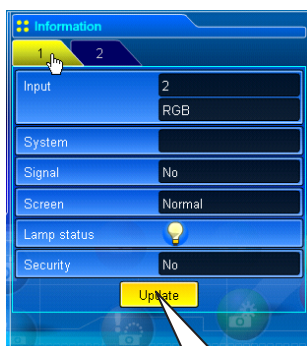
- When the timer events are set at the same time, the last event set will override the previous events. For example, if there is an event like "ON at 8:00 everyday" and then new event is set like "OFF at 8:00 everyday", only the last setting event is effective.
- When the timer event **ON** occurs during cooling down period, this is invalid event because the projector cannot be turned on during that cooling down period.





## Projector information







This page is to display the basic information of the projector status. Click **Information** on the main menu.

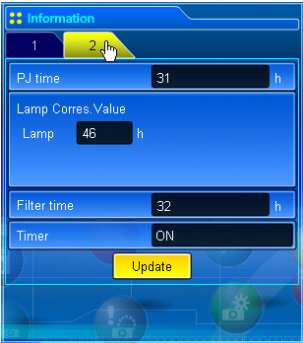


Click this button to update the information

Items	Description
Input.....	Displays selected input and source.
System .....	Displays selected signal system.
Signal .....	Input signal status
Screen .....	Displays screen mode.
Lamp status .....	Displays lamp status with an animation. Refer to the table on the next page.
Security .....	Displays the security (PIN code lock) status

Indication of the lamp status

Icon display/background	Status
 White-Yellow/Blue	Lamp on (Normal)
 White-Yellow/Red	Lamp on (Lamp is being used over a specified use time, replace lamp immediately)
 Gray/Blue	Lamp off (Normal)
 Gray/Red	Lamp off (Lamp is being used over a specified use time, replace lamp immediately)
 Red/Blue with X	Lamp failure (Lamp failure, check the lamp condition)
 Red/Red with X	Lamp failure (Lamp failure and lamp is being used over a specified use time, replace the lamp immediately)



Items	Description
PJ time .....	Displays the accumulated use time of the projector.
Lamp Corres. Value .....	Displays the use time (Corresponding value) of the lamp.
Filter time .....	Displays the use time of the filter.
Timer .....	Displays the timer setting status.
ON	Timer has been set.
OFF	No timer setting.



## Multi-control

### Controlling and setting the multi-projectors

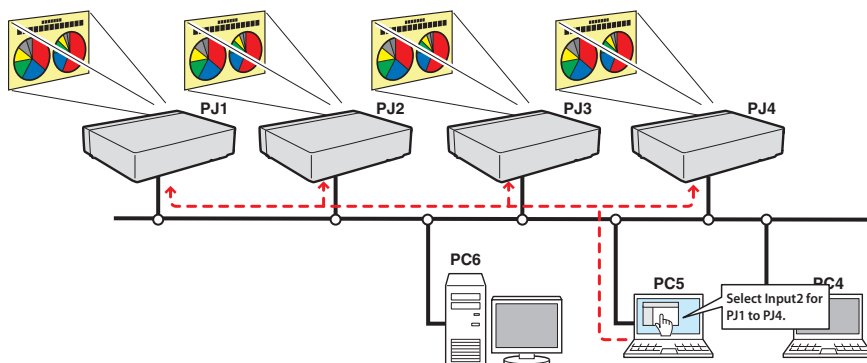
When you install multiple projectors in the network, you can control and set up them together. Click **Multi Control** on the main menu to display the control page.

#### Note:

To control the multiple projectors, each projector must be set the same Network PIN code.



### Example of multi control

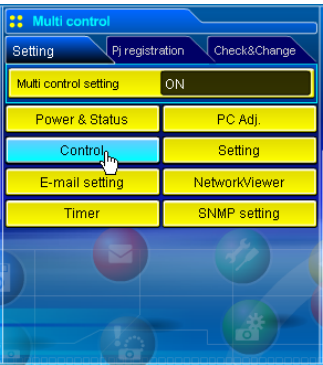
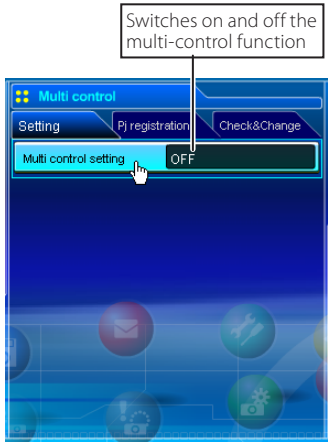
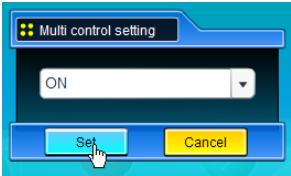


# Start/stop the multi control

To start or stop controlling the multi-projectors, click Multi control setting menu and select ON or OFF.

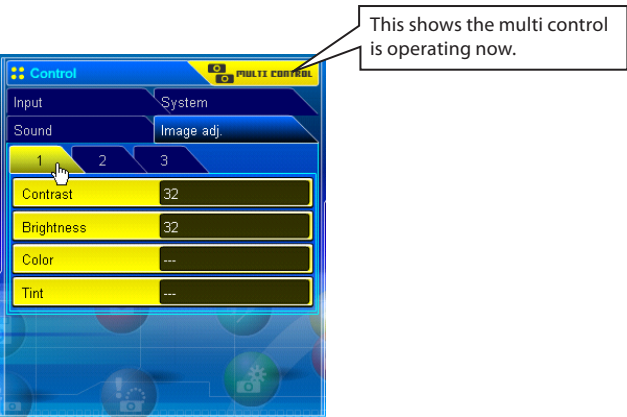
## Multi control setting

- OFF .....Stops multi control function
- ON .....Starts multi control function. The multi control menu will appear when ON is set. These items of menu are linked to the main menu.



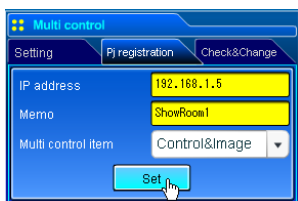
The multi controllable menus are "Power & Status", "PC adjustment", "Control", "Setting", "E-mail setting", "Timer", "SNMP setting" and "Network Viewer". Click each menu and perform setting and adjustment.

✎ The word "MULTI CONTROL" appears on the each control page while the multi control is operating.



## Register the projector

To use the multi control function, register the IP address of the projector you intend to control. Click **PJ registration** sub menu tab and set the IP address, Memo and Multi control item, then click **Set** button.



Items	Description
IP address .....	Enter IP address of the projector to control
Memo.....	Enter projector name or installed location etc.
<b>Multi control item</b>	
Control .....	Controlling the projector
Both control .....	Controlling and displaying images
Visual control .....	Displaying the images

## Confirmation of registered projector

To check the registered information, click **Check & Change** sub menu tab. The registered information of the projector is listed as the below.

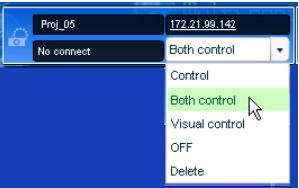
\* The word "none" is displayed if the "Memo" function is used.

\* When you click on a listed IP address, the login page for the selected projector will be displayed with a new window.



## Change the mode of the registered projector

To change the mode of the registered projector, select a mode with the pull-down menu button under the IP address of the target projector and then click **Set** button.

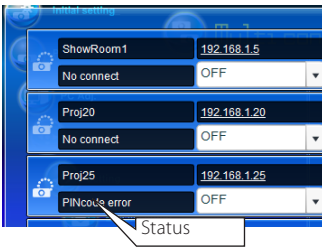


Mode	Operation
Control.....	Controlling the projector
Both control .....	Controlling and displaying images
Visual control.....	Displaying the images
OFF.....	Excluding from the multi-control
Delete .....	Deleting from the multi-control

\* The multi control item is not changed during using the network viewer function. It is not available with the light mode.

## Status

If some of the registered projectors are disabled by some reasons (such as disconnecting the power source, disconnecting the LAN cable, disconnecting from the network), control changes will continue to be effective for the projectors that are still active. At the same time, the deactivated projectors are excluded from the multi-control. The status of the registered projectors are indicated under the projector name. See the table below for status indications.

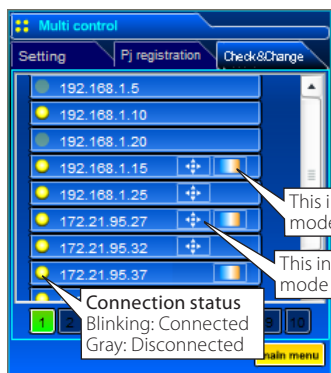


Status	Description
(blank).....	The projector is connected to the network correctly
No connect .....	The projector may not be connected to the network. Please check the connection and network configuration of this projector.
PIN code error .....	The PIN code is incorrect. The PIN code for the multi-controlled projectors must be the same. Change the PIN code of this projector to the common PIN code. (p.30, p.40)
File Error .....	Not displaying the images. Check if this projector is using the Network Capture function or Network Viewer function individually, or in the standby mode.

\* The projector updates the status at the time when the multi-control function is executed.

- ☞ If the multi-controlled projector is in the standby mode, items of "PC adj.", "Control" and "Setting" cannot be operated.
- ☞ Cannot register, delete or change the multi-control setting during using the network viewer function.
- ☞ It is recommended that a specified projector should be chosen for setting as a master when you use this multi-control function. The control for the multi-controlled projectors will become too complicated operation if this function is used for each projector.
- ☞ If the registered projector is not connected to the network, it will take a while to complete the multi-control operation because of waiting for the response from each registered projector.
- ☞ There are some disabled items in the multi-control function for the light mode.

## Check & Change page in the light mode



Following functions in the "Check & Change" page are not available in the light mode.

- Changing the control mode.
- Deleting the registered IP address
- Indicating the each status
- Indicating the each memo

(Check & Change page in the light mode)

## Controlling all together

"Power & Status", "PC adjustment", "Control" and "Setting" can be controlled all together. Set "ON" the multi control setting and adjust controls of each menu. The setting value is applied to the registered projectors sequentially.

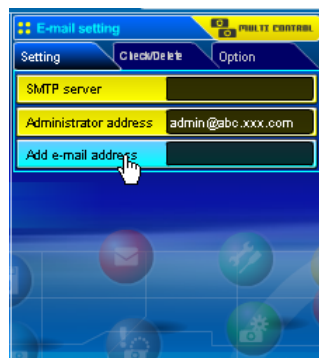
✎ This is effective only if the multi control item of the registered projector is set to either "Both control" or "Control".



## Setting all together

"E-mail setting", "SNMP setting" and "Timer" can be set all together. Set "ON" the multi control setting and items of each menu. The setting value is applied to the registered projectors sequentially.

✎ This is effective only if the multi control item of the registered projector is set to either "Both control" or "Control".

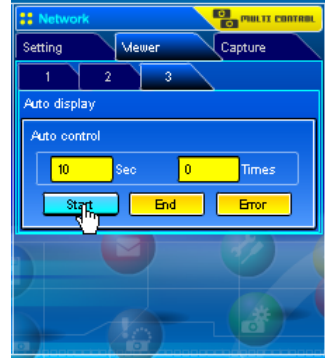


## Viewer auto setting all together

"Viewer auto display" can be set all together. Set "ON" the multi control setting and select [3] **Auto display** from **Viewer** sub menu (selected by 'Multi-control' - "Network Viewer" menu). Set the display time periods and repeat times for the auto image display. After clicking **Start** button, the registered projectors start playing back the auto image display in sequential.

☞ For further information of the Auto display, see "Using the network viewer function". (p.120)

☞ This is effective only if the multi control item of the registered projector is set to either "Both control" or "Visual control".





## ***8. Network capture functions***

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Network Capture is a function to display the screen image and reproduce the sound of the computer via the network.

- Real Time Capture
- Network Communication
- Moderator Function

## About Network Capture function

The Network Capture is a function to display the screen image and reproduce the sound of the computer which has a Network Capture 4 software by the projector through the network. This function has 3 kinds of mode as below.

### - Real Time Capture (☞ p.89)

A function to display the screen image and reproduce the sound of the computer by the projector through the network in real time.

### - Network Communication (☞ p.94)

This mode is to communicate by sharing the capture image of a computer with multiple computers and a projector. User can draw the text and figure on the captured image by using a drawing tool.

### - Moderator Function (☞ p.103)

The moderator can project the participants' computer screen through the projector in meetings or in classes.

☞ Up to 30 computers can be registered.

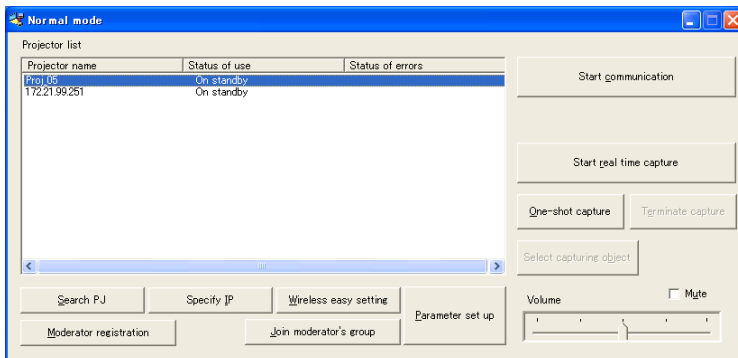
☞ The Network Capture function cannot be used when the Network Viewer function is used. The Real Time Capture, Network Communication, Moderator function and Memory Viewer function cannot be used at the same time.

## Start up the Network Capture 4

To start up the Network Capture 4, click "Network Capture 4" from "Start" - "All Programs" - "Network Viewer & Capture 4" menu. The application window will appear and search the projectors in the network and list them on the projector list.

If any projector is not listed, check followings and then search again by pressing **PJ Search** button.

- Is the projector turning on and connected to the network?
- Is the network setting of projector and computer configuring correct?
- Is the same capture port no. used among computer and projectors?



## Commands on the task bar

When the **Network Viewer & Capture 4** icon on the task bar is clicked, the popup menu will appear. It provides according to the operating modes as shown in the table below.



### Network Capture activating

<u>Parameter set up...</u>
Window show..
Version information..
Shut down

### Menu during Real time capturing

#### One-shot executing

<u>Start realtime capture</u>
One-shot capture
<u>Terminate capture</u>
Window show..
Version information..
Shut down

#### Real time capture executing

<u>One-shot capture</u>
<u>Terminate capture</u>
Window show..
Version information..
Shut down

### Menu during Network Communication

#### Communication executing (Main PC)

<u>Capture transfer</u>
<u>Terminate Communication</u>
Version information..
Shut down

#### Communication executing (Sub PC)

<u>Start editing</u>
<u>Terminate Communication</u>
Version information..
Shut down

#### Communication executing (Sub PC)

<u>Capture transfer</u>
<u>End editing</u>
Version information..
Shut down

### Menu during Moderator function

#### One-shot executing

<u>Start realtime capture</u>
One-shot capture
<u>Terminate capture</u>
Window show..
Version information..
Shut down

#### Real time capture executing

<u>One-shot capture</u>
<u>Terminate capture</u>
Window show..
Version information..
Shut down

#### Joining in Moderator's group (client PC)

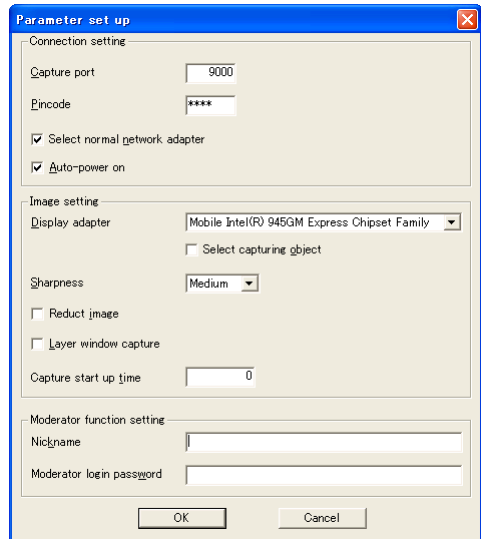
<u>Leave moderator's group</u>
Version information..
Shut down

Items	Description
Start / Terminate capture .....	Starts / Terminates the real time capturing. (※p.89) The screen image of the computer is projected on the screen in real time.
One-shot.....	Transfers the one-shot screen image of the computer.
Capture transfer.....	Transfers the screen image of the computer to the projector. The captured image edit window appears on the computer screen.
Select capture object* .....	Sets to display the capture window selection dialog. * This menu will appear when "Select capturing object" is checked on the parameter setting. (p.88)
Terminate communication.....	Terminates the network communication.
Start editing.....	Acquires the screen image in the network communication and displays it on the editing window on the computer.
Terminate editing .....	Terminates the editing window of the network communication.
Parameter set up .....	Sets the communication parameter between the computer and projector. For further information, see item "Parameter set up" below.
Window show.....	Displays the application window on the screen.
Version information .....	Displays the version of this software.
Shut down.....	Quits the Network Capture 4 application.

## Parameter set up

Click **Parameter set up** button and setup the parameters on the Parameter setup window.

Items	Description
<b>Connection setting</b>	
Capture port .....	Sets the capture port no. on the projector. Default is 9000.
Pincode .....	Sets the Network PIN code on the projector.
<input type="checkbox"/> Select normal network adapter	Uses default setting. Default is un-checked.
<input type="checkbox"/> Auto-power on .....	The projector turns on and projects the computer's captured image on the screen automatically when the network capture is executed while the projector is in the standby.
<b>Image setting</b>	
Display adapter .....	Provided for the use of a computer with multiple network adaptors installed. Select a network adaptor which has the computer's screen to project with the projector and execute the network capture function. This is useful function when you make the presentation.
Select capturing object .....	Check if you want to select an individual window on the computer screen. This is useful function when you open the multiple windows on the computer's screen. When you execute the capturing, the window selection dialog appears. Select a window name from the dialog window. The projected window size is automatically adjusted to fit the projector's screen size.
Sharpness .....	Select a capturing picture quality among "High", "Medium", "Low"
Reduct image .....	Check if the capturing image resolution is more than projector's panel resolution (WXGA),
Layer window capture .....	Check if layer window image capturing.
Capture start up time .....	Sets the delayed time from the capture start in second.
<b>Moderator function setting</b>	
Nickname .....	Sets moderator's nick name
Moderator login password ..	Sets Moderator's password



☞ To check the Capture Port number, see item "Control by the web browser" (p.91). To check the PIN code, see item "Network PIN code setting" (p.30, p.40).

☞ Specify the port number of TCP/IP. The default port setting is 9000. There are some reserved port numbers and also some applications may use their own port numbers. If one of those port numbers is used, the alert dialog window will appear and let you know that it is an invalid port number. In that case, use another port number.

☞ The reserved port numbers are http (80), ftp (21), telnet (23), (25), (110), etc. The port no. 4352, 10000, 10001 are reserved to control the projector through the LAN port.

## Using the Real Time Capture

This is a function to project the screen image and reproduce the sound of the computer by the projector in real time. The captured image projected by the projector can be selected from the computer, web browser and the projector respectively.

### Registering the computers

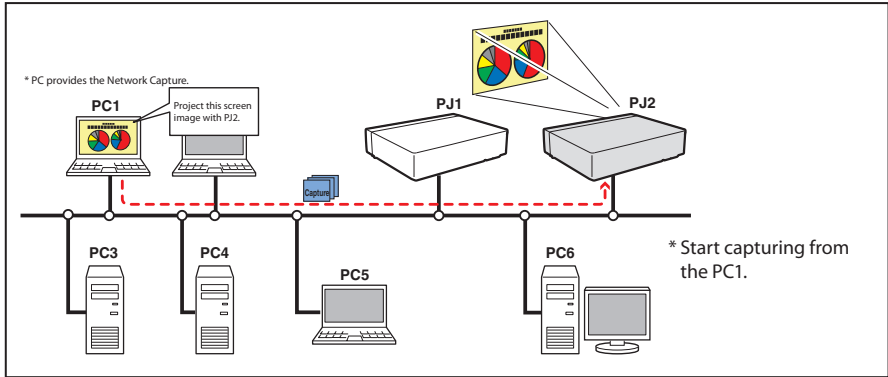
Up to 30 computers can be registered.

- 1 Access to the control page of the projector by using the web browser. From the **Network** menu, click **Capture** tab to display the setting page.
- 2 Switch to **Connection Setting** page by clicking the page number tab [3]. Enter the IP address of the computer to the PC number, and then click **Set** button. Click **Set** button to register the IP address for each page.



- ☞ The registered computer enables to start capturing if only the Network Capture 4 is activated.
- ☞ The transfer speed of the captured image using the Real Time Capture function is depending on the network environment and data volume of the image. It cannot be supported for movie pictures.

## [1] Control by the computer



Select input mode to "Network" previously.

**1** Start up Network Capture 4.

**2** Select the projector(s) listed on the projector list on the application window and click **Start real time capture**. The application window will disappear and then the screen image of the computer will appear on the projected screen in real time.

\* You can select multiple projectors (up to 5) on the projector list.

- To stop capturing, click **One-shot** on the popup menu appearing by clicking on the Network Capture 4 icon on the task bar. The captured image of the computer on the screen is frozen.

- To restart capturing, click **Capture start** on the popup menu.

**3** To end capturing, click **End real time capture** on the popup menu appeared by clicking on the Network Capture 4 icon on the task bar.

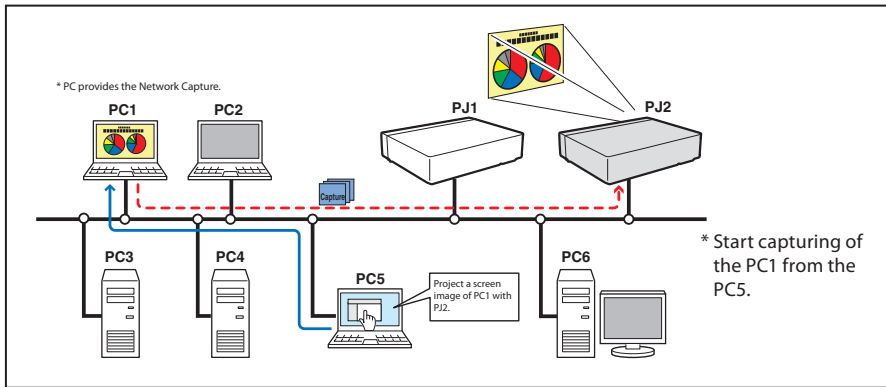
One-shot capture
Terminate Capture
Window show..
Version information..
Shut down

☞ When you capture the screen image of the movie player software with the real time capture function, the projector may not be able to reproduce the sound. In that case, start up the Network Capture 4 software first and then start up the movie player software.

☞ If the error message appears, check the item "Parameter set up" (☞ p.88).

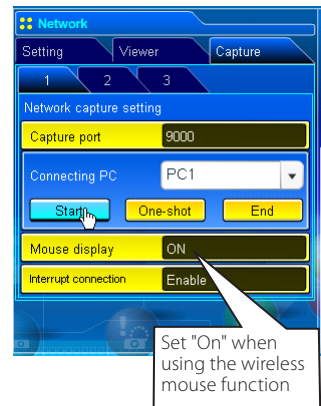
☞ The sound output from the projector can be controlled with the volume slider and mute item on the application window of the Network Capture 4 software (☞ p.24, p.86).

## [2] Control by the web browser



Select "Network" as input mode previously.

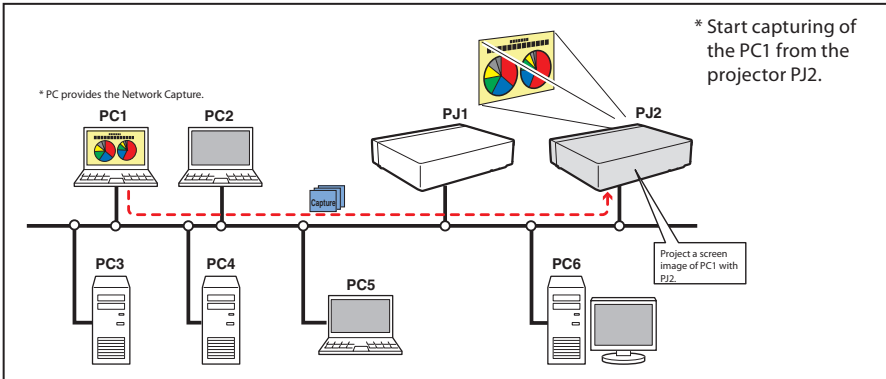
- 1 Access to the control page of the projector by using the web browser. From the **Network** menu, click **Capture** tab to display the setting page.
- 2 Select the computer number from the pull-down menu button of "Connecting PC" and click **Start** button. The screen image of the selected computer will appear on the projected screen in real time.
  - To stop capturing, click **One-shot** button. The captured image of the computer on the screen is frozen.
  - To restart capturing, click **Start** button.
- 3 To end capturing, click **End** button.



Item	Description
Interrupt connection.....	Set enable or disable the real time capturing connection from other computers during executing the real time capturing operation.

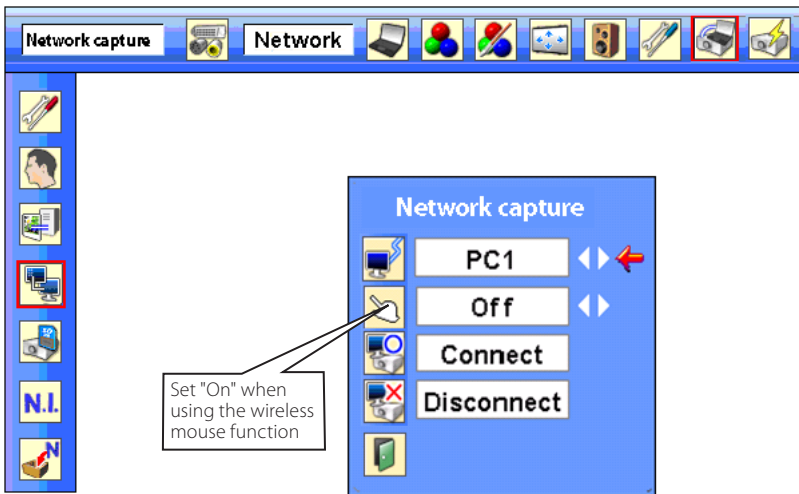
- ☞ The IP address of the connecting PC should be registered previously (☞ p.89).
- ☞ If the error message appears, check item "Parameter set up" (☞ p.88).
- ☞ To use the capture function from the web browser or projector, the Network Capture 4 on the captured computer must be activated.

### [3] Control by the projector



Select "Network" as input mode previously.

- 1** Select "Network Capture" icon from "Network" menu. Press **SELECT** button on the projector twice to display the network capture setting pallet.
- 2** Select PC number to connect .
- 3** Select "Connect" and then press **SELECT** button to start capturing. The screen image of the selected computer will appear on the projected screen in real time.
- 4** To end capturing, select "Disconnect" and then press **SELECT** button.



- ⚠ The IP address of the connecting PC should be registered previously (☞ p.89).
- ⚠ If the error message appears, check item "Parameter set up" (☞ p.88).
- ⚠ The projector does not provide the function to register the IP address of the computer and to set the parameter of the capturing. They should be registered by using the web browser previously (☞ p.89-90).



## Example of advanced use

Displays the presentation data stored in the computer by using the wireless mouse function from the projector.

**1** Start capturing of the computer PC1 by using the projector.

Select "Network Capture" icon from the menu and select "PC1" and then select "Connect" (☞ p.92).

=> The Network Capture software installed in the selected computer will start capturing.

**2** On the image of the PC1 projected on the screen, search a presentation file data stored in the PC1 by using the wireless mouse function of the remote control supplied with the projector.

**3** Select a desired file and double click with the remote control .

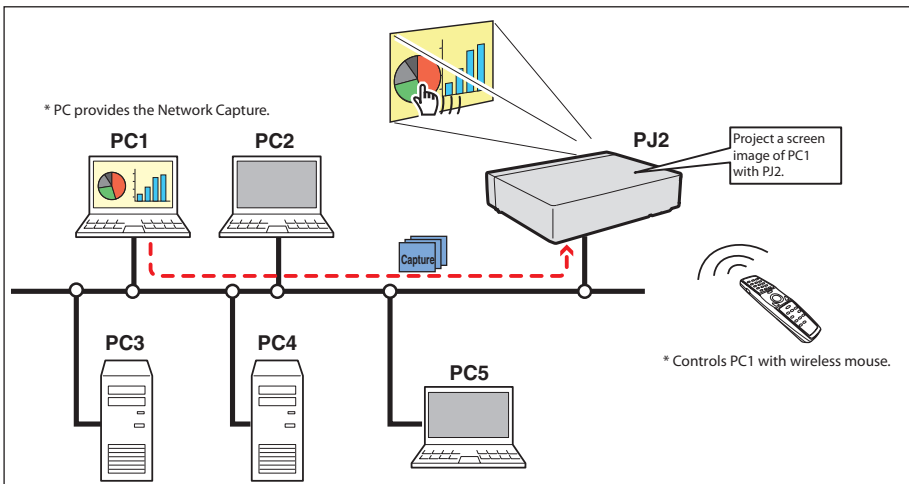
=> The application by which the document was created starts and the projector projects the presentation picture on the screen.

**4** Start the presentation.

=> By using wireless mouse function, control the page browsing and some other operations for the PC1.

☞ For further instructions of the wireless mouse, please refer to the projector's owners manual.

☞ On the projected screen using with the network capture, the shape of the mouse pointer differs from the one on the computer's screen.



### Setting condition

Projector

Input mode: Network

Registering the connection: The IP address of the computer and proper parameter must be set to the PC1 (☞ p.89-90).

Mouse Display: "On" (☞ p.91)

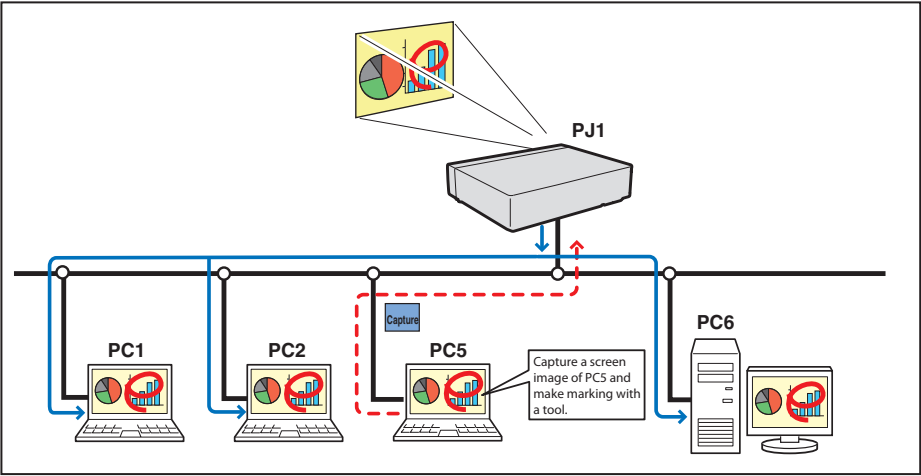
Computer PC1

Software: The Network Capture 4 is activated.

# Using the Network Communication

This Network Communication is to communicate by sharing the captured image of a computer with multiple computers and a projector. Users can draw the text and figure on the captured image by using a drawing tool.

The data that has the captured image of a Main PC and communication information is sent to the projector. The projector projects this data onto the screen and serves this data to other computers (Sub PC) at the same time. The Sub PC receives served captured data and displays it on the screen. The Main PC and Sub PC also can edit the captured image by using the drawing tool. This edited image is applied to all the computers automatically.



- \* The Main PC is a computer which started using communication function, and serves own computer screen captured image to the Sub PC. The Main PC has an authority to quit using whole communication. To become the Main PC, execute the command "Start Communication" or "Capture transfer". For further information, see item "How to use the Network Communication". (p.98)
- \* The Sub PC is a computer which receives a captured image from the Main PC. On the communication mode, the Sub PC can become the Main PC.

## Settings before using the Network Communication

To use the Network Communication, the capture setting of the projector must be set either [1] or [2] as described below.

[1] Projector searches all the available subject computers in the network automatically.

or

[2] Subject computers are registered to the projector.

Perform capture setting following to the description below.

### [1] When serving the capture data to all the subject computers in the network.

By using the web browser, display "Communication Setting" from menu "Network"->"Capture"->"Page 2". Confirm that the item Auto search subject PC is "ON". If "OFF", change mode to "ON".

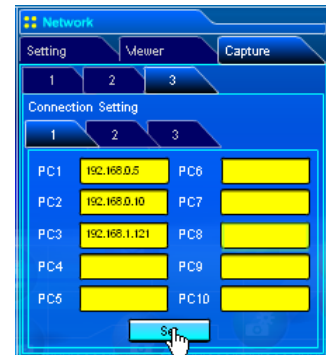
\* Projector can find up to 30 computers in the network.



### [2] When serving the capture data to the specific subject computers in the network.

Set the item Auto search subject PC "OFF" described in the above and then display "Connection Setting" from menu "Network"->"Capture"->"Page 3" with the web browser. Enter the IP address of subject computer and click **Set** button to register.

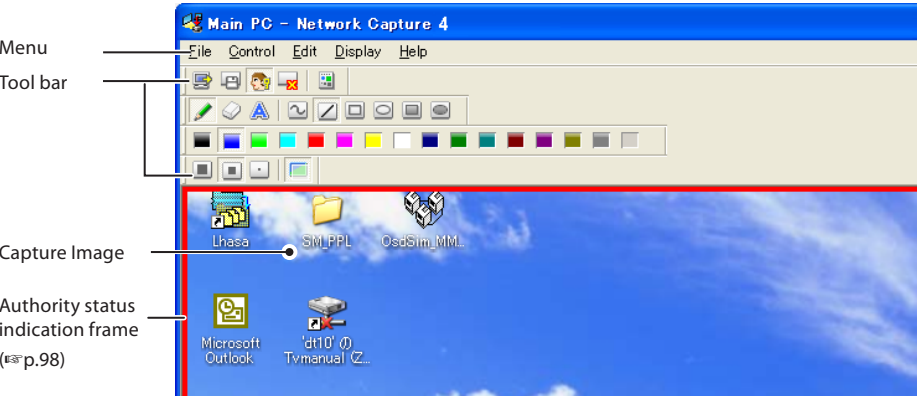
\* Up to 30 computers can be registered to the projector.



☞ To display the served capture data, the software Network Capture 4 must be installed on the computer.

## Description of capture editing window

Start Network Capture 4 and select the projector(s) on the projector list on the application window and click **Communication Start** button. The application window will disappear and the capture editing window will appear on the computer screen as below. For basic operation of each menu, refer to the item "Menu tree" below.

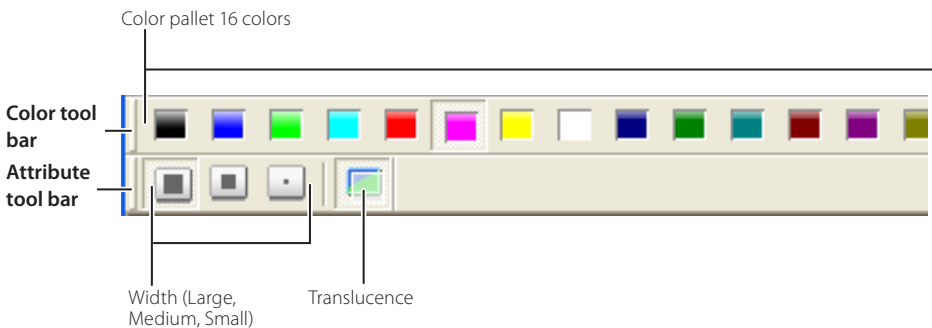
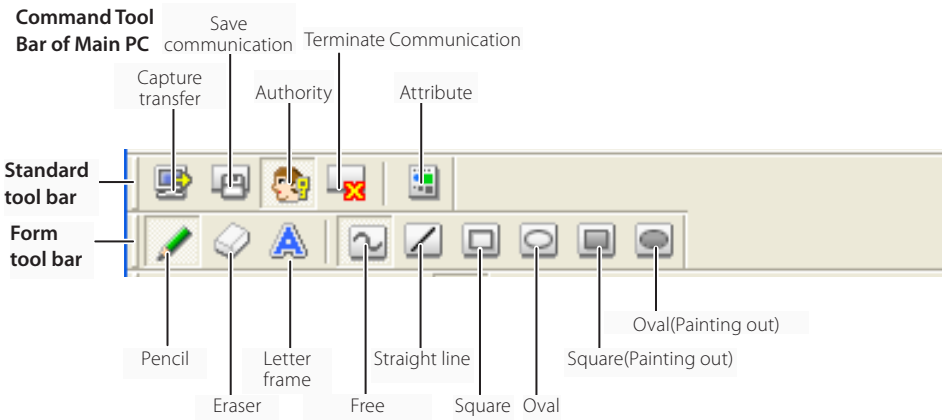


## Menu tree

Menu	Submenu	Operation	
File	Save Communication	Saves a captured editing image as the data(JPEG) Saves dialog window appears	
	Terminate Communication * main pc only	Quits the communication mode	
	End Editing * sub pc only	Closes the Editing window	
Control	Capture transfer	Captures a screen image and sends it to the projector	
	Authority	Acquires/releases the authority to edit the capture image	
Edit	Tool	Pencil	Selects a pencil tool
		Eraser	Selects an eraser tool
		Letter frame	Selects a letter frame tool
	Form (Shape)	Free	Draws line with freehand
		Straight line	Draws straight line
		Square	Draws square
		Oval	Draws oval
		Square(Painting out)	Draws filled square
		Oval(Painting out)	Draws filled oval
	Attribute	Appears a attribute window	
	Delete all	Deletes all the drawings on the image	
	Undo	Cancels the last executed operation	
Display	Full screen	Switches capture editing window, normal or full screen	
	Tool bar	Standard	Switches standard tool buttons on or off
		Form(shape)	Switches form(Shape) tool buttons on or off
		Color	Switches color tool buttons on r off
		Attribute	Switches attribute tool buttons on or off
Display on foreground	Keeps capture editing window on foreground always		
Help	Version information	Displays software version number	

## Tool bar button names

The following commands are assigned to the tool bar buttons. For each operation, refer to the description of the item "Menu tree".



- ☞ To switch the tool bars displaying on or off, select each command from menu "Display"-"Tool bar".
- ☞ User can realign and join the tool bars (Standard, Shape, Color, Attribute), and change it to the floating pallet by a drag and drop of the tool bars.
- ☞ There are some disable buttons depending on the tools and authority mode. In that case the button appears in gray.

# How to use the Network communication

## Start the communication

- 1 Display an image on the computer screen.
- 2 Start Network Capture 4. The application window appears and the projectors in the network are listed.
- 3 Select the projector(s) and click **Start Communication** button. The application window disappears and the capture editing window with a captured image appears on the computer screen. The projector displays captured image on the screen.
  - ☞ If an error message appears, check the item "Parameter set up". (☞p.88)

## Join the communication (only for Sub PC)

- 1 Start Network Capture 4. The application window appears and lists the projector in the network.
- 2 Select a projector whose status on the projector list indicates "Communication starting", and click **Start communication** button. The application window disappears.
- 3 Click **Start editing** menu on the popup menu appeared by clicking the Network Capture 4 icon on the task bar. The capture editing window with a captured image appears on the computer screen.

## Exit from the communication (only for Sub PC)

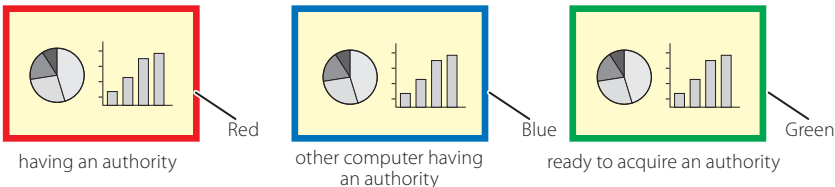
- Click "🛑:End editing" button on the standard tool bar. The capture editing window will be closed.
- ☞ This command is available with the Sub PC only.
  - ☞ When "End editing" with the authority provided is executed, the authority will be released.

## End the communication

- Click "🛑:Terminate Communication" button on the standard tool bar. The capture editing window will be closed.
- ☞ This command is available with the Main PC only.
  - ☞ The communication cannot be ended while other PC has the authority. To end communication forcibly, click the Capture 4 icon on the task bar and select "Shut down" on the popup menu.

## How to acquire and release the editing authority

To edit the capture image, each computer needs to acquire the authority respectively. To acquire the authority, click "👤: Authority" button on the standard tool bar and then edit the capture image. The capture editing window indicates the authority status by changing the frame color depending on the current authority mode as follows.



## Edit capture image

### Drawing figures

- 1 Click "Pencil" button on the form tool bar.
- 2 Select its attribute (shape, width, color and translucence) from the form and attribute tool bar.
- 3 Drag a mouse pointer on the screen image to draw the figure.

### Erase drawn objects

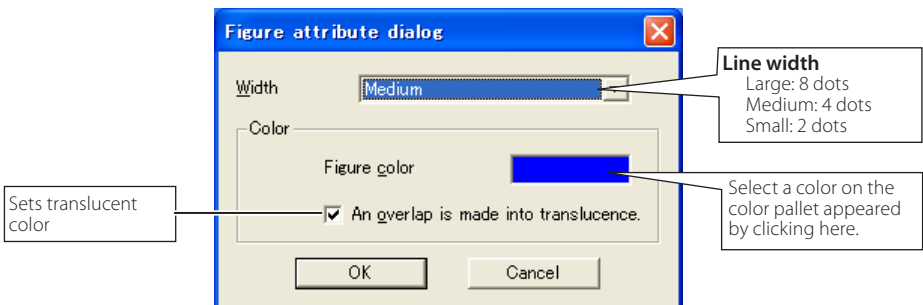
- 1 Click "Eraser" button on the form tool bar.
- 2 Select its attribute (shape, width) from the form and attribute tool bar.
- 3 Drag a mouse pointer on the screen image to erase the figure.

### Hints of the drawing

- ☞ Straight line tool..... To draw the vertical line or horizontal line, drag a mouse pointer with shift key pressed.
- ☞ Square tool ..... To draw the quadrate, drag a mouse pointer with shift key pressed.
- ☞ Oval tool ..... To draw the perfect circle, drag a mouse pointer with shift key pressed.
- ☞ To cancel the drawing, select command "Edit"-"Undo" from the menu.
- ☞ To erase all the drawing at once, select command "Edit"-"Delete all" from the menu.
- ☞ The popup menu appeared by right clicking of the mouse is also available to select the tool and change the attribute.

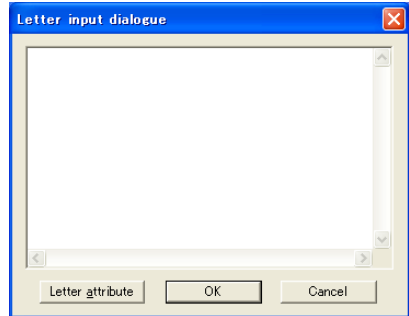
### Setting of the drawing tool attribute

When clicking "Attribute" button on the standard tool bar, the following window will appear. This window appears only if the pencil or eraser tool is selected.



## Drawing letter

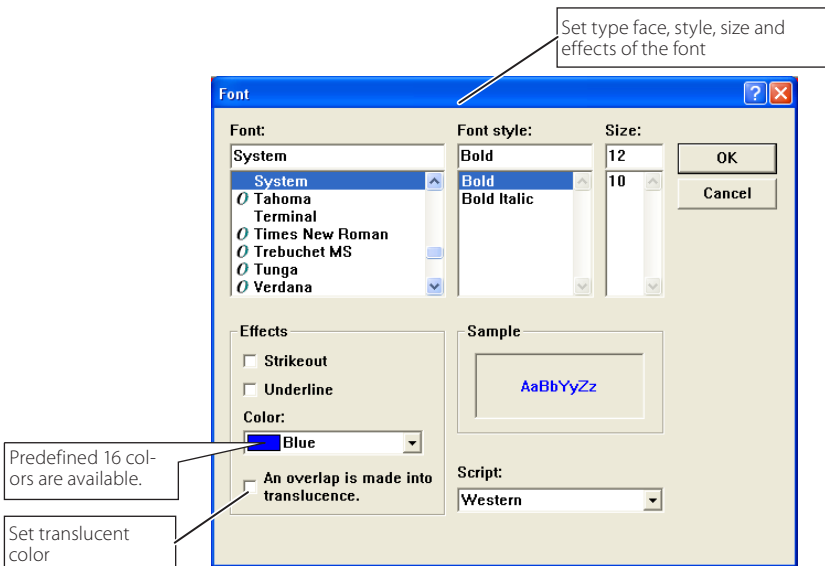
- 1 Click "A:Letter frame" button on the form tool bar.
- 2 Select a color of text with color tool bar.
- 3 Drag a mouse pointer on the screen image to specify the area of the letter frame. The letter input dialog window will appear.
- 4 Enter the letter onto the window.  
To change the letter attribute, click **Letter attribute** button. See the item "letter attribute setting" below.
- 5 Click **OK** button to fix the content. The entered letter appears on the captured image.



- ✎ If the entered letter overflows the area of letter frame, the letter frame is automatically extended downward.
- ✎ Up to 1000 characters can be used for a letter frame.

## Letter attribute setting

The font attribute setting window appears when clicking "Attribute" button on the standard tool bar with the letter frame tool selected, or clicking **Letter attribute** button on the letter input dialog window described the above.





## Network Communication operation and change of state

Network Communication can be used under the environment which one or more computers are connected to the projector via the network.

### Preparation

Start up the Network Capture 4 software on the subject computer. Set standby the projector or turn it on. Check IP address of the subject computer is registered in the connection list (p.95).

Operation on the Main PC		Operation on the Sub PC		
On the Communication	① Executing the command "Start Communication". → The capture editing window appears on the screen.	Frame <b>R</b>	① Executing the command "Start Communication". Execute the command "Start Editing" on the task bar. → The capture image on the Main PC appears on the screen.	Frame <b>B</b>
	② Editing the capture image. → The editing information is automatically transferred to the Sub PC.	<b>R</b>	→ The editing information on the Main PC is reflected on the Sub PC.	<b>B</b>
	③ Releasing the editing authority. → The color of authority status frame changes green.	<b>G</b>	→ The color of authority status frame changes green.	<b>G</b>
	→ The color of authority status frame changes blue.	<b>B</b>	② Acquiring the authority. → The color of authority status frame changes red.	<b>R</b>
	→ The editing information on the Sub PC is reflected on the Main PC.	<b>B</b>	③ Editing the captured image using with the tools. → The editing information is automatically transferred to the subject PC.	<b>R</b>
	→ The color of authority status frame changes green.	<b>G</b>	④ Releasing the editing authority. → The color of authority status frame changes green.	<b>G</b>
	④ Acquiring the authority. → The color of authority status frame changes red.	<b>R</b>	→ The color of authority status frame changes blue.	<b>B</b>
	⑤ Repeat steps ②, ③ if required.		⑤ Repeat steps ② to ④ if required.	
	⑥ Executing the command "Capture transfer" on the task bar. → Updating the editing window with a new captured screen image.	<b>R</b>	→ A new captured screen image appears on the editing window.	<b>B</b>
	⑦ Repeat steps ② to ⑤.			
	⑧ Ending the communication. → The capture editing window disappears.	<b>R</b>	→ The capture editing window disappears.	

☞ The projector projects the edited captured image on the screen when the input mode of the projector is set "Network".

☞ The command "Save Communication" can be executed in any of the mode even if the PC does not have the authority.

☞ The arrow (→) shows a response to the command executed.

☞ The execution of the command "Terminate Communication" or "End Editing" on the Sub PC has no effect on the other subject computers.

# Executing the forcing mode

The network capture setting of the web page provides a forcing executing command. This command executes the release of authority or ending the communication forcibly. This is useful when the other subject PC keeps an authority all the time, or when the condition of the communication is not stable. Click page 2 **Communication Setting** from the menu "Network"->"Capture". Execute command by clicking the button **Free**, **Quit** or **Update**.



Displays IP address of the Main PC

Displays IP address of the computer has a editing authority

Item	Description
Free.....	Releases the editing authority forcibly → Sets condition which all the users can acquire an authority
Quit.....	Quits the communication forcibly → The capture editing window on all the computers closes forcibly.
Update.....	Acquires the latest communication status → Updates the IP address of the Main PC and Update authorized PC.

## Moderator function

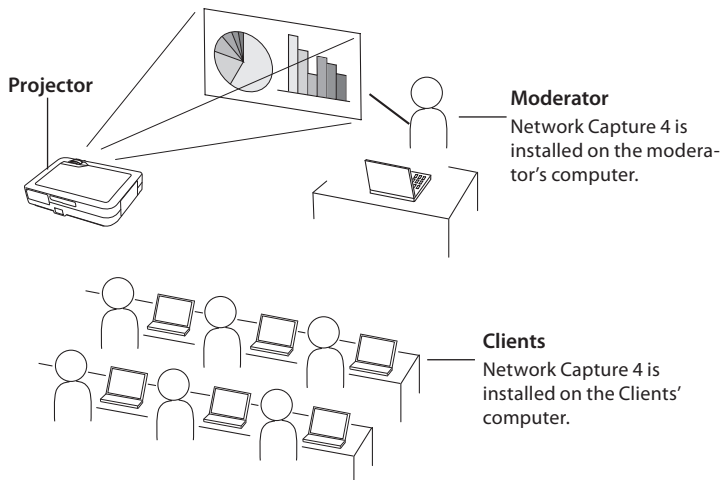
This function is useful for a moderator or a teacher to conduct a meeting or a class, where all the participants including the moderator (teacher) are assigned a computer, to project images from each participant's computer. A moderator (teacher) has the right to decide which computer image should be projected. One moderator (teacher) can conduct up to 50 computers.

This function enables you to project the participants' data directly in a short time and in real time without taking time to transfer the data to the computer connected to the projector.

The image data will not be limited by the computer's application because the data transfer of each computer adopts the screen capturing system.

Names and terms used in this chapter have following meanings.

Moderator	Moderator or teacher
Client	Participant of meetings or the classes
Network Capture 4	The application which the moderator and client use



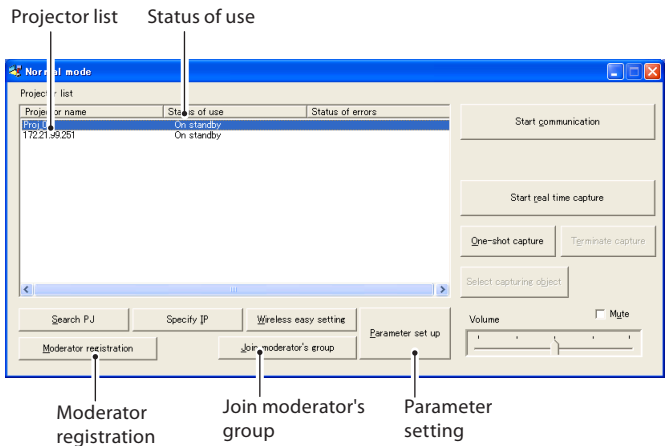
# Preparation for using the moderator function

First, follow the procedure in “2. Setup Procedure” → “Step 1–3” (p.16) and confirm that the setting status is set as written below.

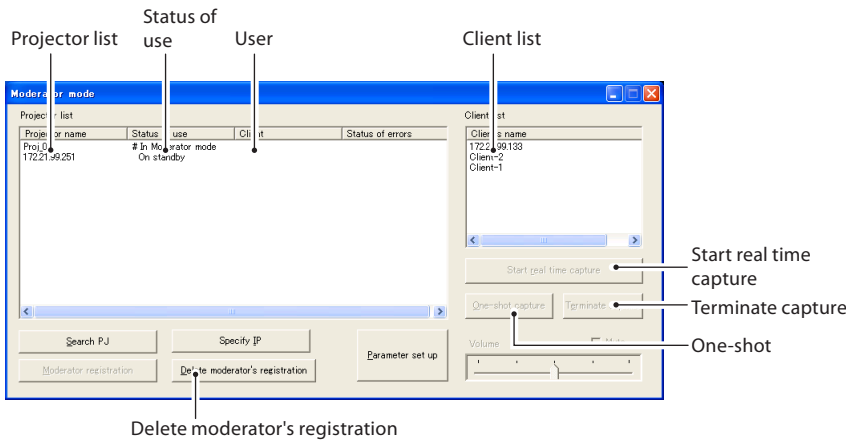
- Network Capture 4 is installed on the moderator's computer and each client's computer and each computer image can be projected.

Following application window appears when the Network Capture starts. After clicking **Moderator registration** button, the application window changes to "Moderator mode" window as shown in the lower picture below.

## Normal mode application window



## Moderator mode application window



Description of application window

Column	Description
Status .....	Indicates the projector's condition. On real time, On One-shot capture, On Standby, In Moderator mode, etc.
User.....	Indicates the client name (nickname or IP address) used by the projector.
Error.....	Indicates the error status during executing the real time capture or one-shot capture.
Parameter set up ...	Sets the parameter of capturing. Moderator's nickname (less than 63 characters) and moderator's password (less than 15 characters) can be setup with this item. Also see the item "Parameter set up" (p.88) for other parameter setup.
Moderator registration ...	Register a moderator's group
Delete moderator group ...	Quit a moderator's group
Join moderator's group ...	Join a moderator's group. Press this button after selecting the projector which is indicated with "In Moderator mode" on the status column.
Start real time capture..	Capture (Project) the computer screen in real time. After the execution of "Start real time capture", and the application window disappears.
Terminate capture.....	Terminate the real time capture.
One-shot capture.....	Copy and capture (project) the computer screen without modification. After the execution of One-shot, the application window disappears.
* See item " 3. Names and function of the operating screen " (p.23) for other description of application window.	

Using the moderator function

Moderator operation

1. A moderator starts up the Network Capture 4. On the application window, select a projector on the projector list to use and then click **Moderator registration** button. The mode of the application window changes from "Normal mode" to "Moderator mode".

Client operation

2. Each client starts up the Network Capture 4. On the application window, select a projector which is indicated with "In Moderator mode" on the status column and then click **Join moderator's group** button. The application window disappears.  
When exiting from the moderator's group, click **Exit moderator group** on the popup menu appearing by clicking the Network Capture 4 icon on the task bar.

Exit moderator's group

Version information..

Shut down

Moderator operation

3. The client's and moderator's nicknames or IP addresses of the computer appear on the client list of the application window of the moderator when the client joins into the moderator's group.
4. The moderator selects a projector on the projector list and selects a client computer on the client list to display the client computer's screen.  
When you register the multiple projectors in the moderator's group, select a projector on the projector in the moderator mode and click **Moderator registration** button to register it in the moderator's group one by one.
5. Click **Start real time capture** or **One-shot capture** button. The selected projector projects the selected client computer's screen on the screen.  
When you project the capture image with the multiple projectors, select projectors on the projector list by holding the [Ctrl] key or [Shift] key.

The moderator and the clients can start the meeting with Moderator function.

## Moderator's password setting up

This enables you to set up the password to join in the moderator's group.

Start up the network Capture 4 and click **Parameter set up** button on the application window. On the moderator function setting item on the parameter set up window, set up the password of **Moderator's password**. Up to 15 characters can be used for the password. Default password is blank.

Following password input window appears on the screen when the client clicks **Join moderator's group** button on the application window to join in the moderator's group.



Enter a password and click **OK** button. When the password is authenticated correctly, the client can join in the moderator's group. The input password is registered in the moderator's password of the client.

## Unregister moderator status

1. Select the projector(s) which is registered as a moderator from the moderator mode application window.
2. Click the **Delete moderator's group** button. Selected projector will be unregistered on a moderator, and the application window changes "Normal mode". The column of status changes from "#On Moderating" to "On Standby". When there are multiple projectors to unregister, the application window maintains "Moderator mode" until all the registered moderator's groups are unregistered.

- \* Even after the moderator is unregistered, the application window of the Network Capture 4 appears on the screen to indicate that the moderator function is unregistered.
- \* After terminating the Network Capture 4, all the clients joined in the session will be unregistered.

## Error information

Error messages	Cause and corresponding
Set up the parameter.	Error when the communication is executed. The parameter setting (host name, capture port) has not been set. → Check parameter setting (☞p.88)
It has not been registered to PJ as a group.	Error when Start Communication or Start real time capture is executed. The IP address of the computer has not been registered. → Register the IP address by using the web browser (☞p.95)
Cannot be displayed as PJ is under display.	Error when Start Communication or Start real time capture is executed. The other capture, viewer or advanced card imager function is now operating. → Wait until the communication function is available.
Cannot connect to PJ.	Cannot establish the connection with the projector when the Start communication is executed, Terminate Communication, Capture transfer, Start real time capture or End real time capture. → Check connection of the network cable.
Cannot transfer data to PJ.	Cannot transfer the data to the projector when the Start Communication, Terminate Communication, Capture transfer, Start real time capture or End real time capture is executed. The time-out period is 10 seconds. → Check the connection of the network cable.
Cannot receive data from PJ.	Cannot receive the data from the projector when the Start Communication, Terminate Communication, Capture transfer, Start real time capture or End real time capture is executed. The time-out period is 10 seconds. → Check the connection of the network cable.
Other PC has authority. Cannot complete "Network Communication".	When executing the Terminate Communication, you cannot quit the communication because other computer has an authority
Other PC has authority. Cannot obtain authority.	Other computer has an authority.
Invalid port number	When the parameter is set, the reserved port number is specified. → Check the parameter setting (☞p.88)
PJ has not started Network Communication. Close the window and open it again.	The projector might have turned off during the communication. → Check the projector power and re-execute "Start communication".





## **9. *Network viewer functions***

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Network Viewer is a function to display the image data stored in the file servers by the projector through the network.

Describes the file converter software File Converter 1, File Converter 2, the program creator software Program Editor, and how to use Network Viewer.

# Creating the available data [Network Viewer 4]

The image available with this projector is the JPEG format (.jpg). There are several types of JPEG data. Before using the images with the Network Viewer function, it should be converted to the optimized JPEG data for this projector.

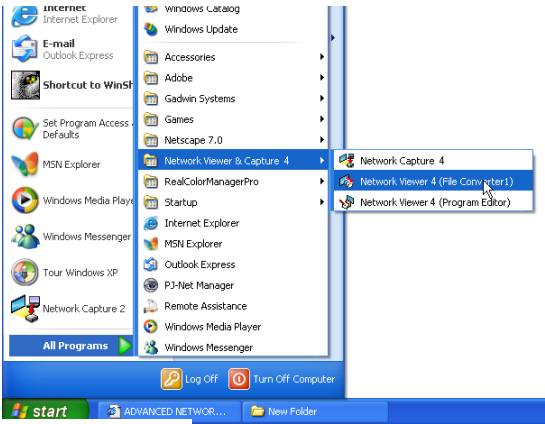
## [1] How to use the Network Viewer 4 (File Converter 1)

The File Converter 1 is a software to convert the images from the JPEG, bitmap or Power Point data to the optimized JPEG data for the projector.

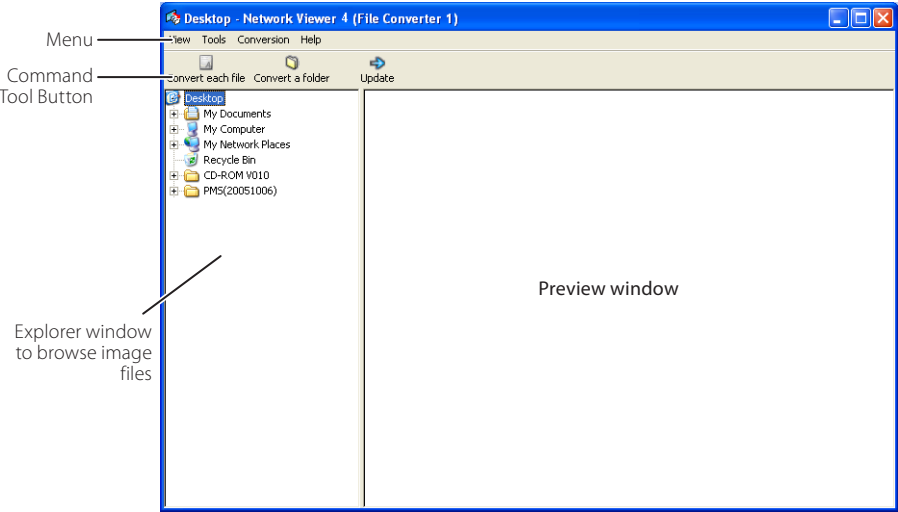
### Start up and quit the File Converter 1

To start up the File Converter 1, click "Network Viewer 4 (File Converter 1)" menu from "Start" - "All Programs" - "Network Viewer & Capture 4" menu.

To quit the File Converter 1, click on the close box on the upper right-hand of the window.



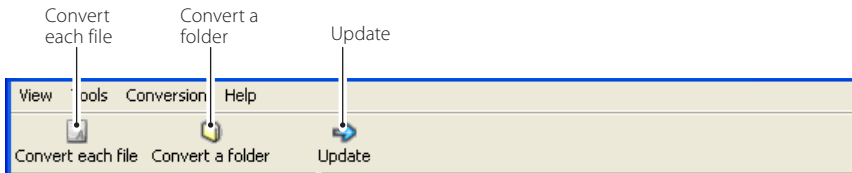
File Converter 1 window



## Menu Tree

Menu	Sub Menu	Description
View	Update	Updates contents of the preview window
	Preview size	Sets size of the preview image, Large, Middle, Small
Tools	Option	Sets default of the output destination and conversion mode
Conversion	Convert each file	Converts a file into a JPEG file individually
	Convert a folder	Converts files in a folder into JPEG files at once
Help	Version information	Displays the version information

## Command Tool Button

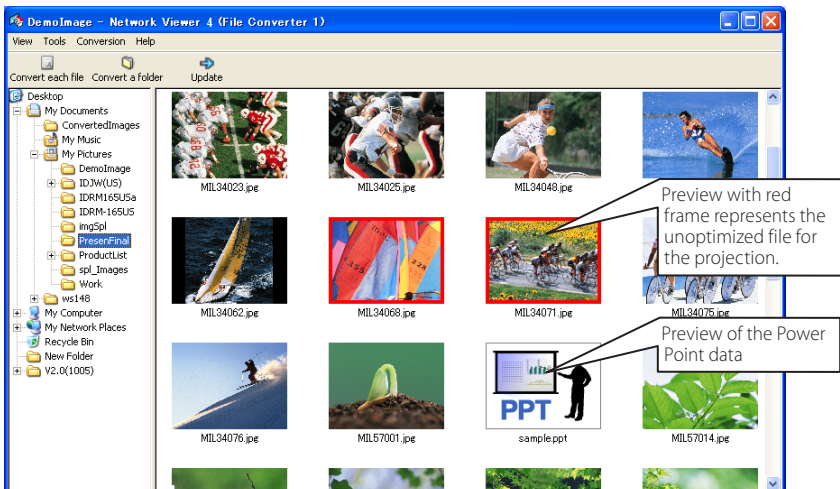


## Creating the available data

**1** Select a folder in which the image files are stored by the explorer window.

The preview images of the available image data (JPEG file, Bitmap file, power point file) in the selected folder are displayed on the preview window.

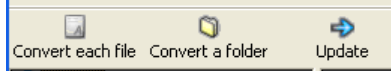
On the preview window, the preview displayed with the red frame represents the unoptimized JPEG file nor Bitmap file for the projection. The preview without the red frame represents the optimized JPEG file for the projection. So you do not need to convert them again, but if you change the size or image quality, reconvert them.



**2** When converting each file, select a preview image first and then click **Convert each file**.

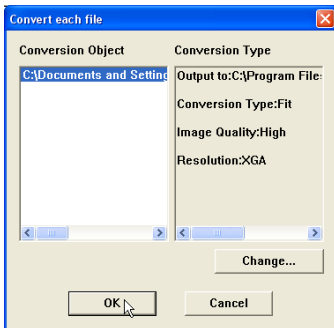
- ☞ To select two or more files at once, press and hold "Shift" key or "Ctrl" key and then click the preview images.

When converting all the files in a folder, select a folder and click **Convert a folder**.



**3** As the confirmation window appears, check the conversion object and conversion type and then click **OK** button. The File converter 1 starts converting and stores the optimized files into the output folder. It enables you to select a local hard disk of your computer, shared computer in the network, and a directory of the FTP server. To change the conversion type or output destination, click **Change** button.

- ☞ If the power point file is included in the conversion object, the Microsoft Power Point software will start running and converting automatically.



Dialog window shown during using "Convert each file" and "Convert a folder"

- ☞ To convert images from the power point file, Microsoft Power Point software is should be installed in your computer.

- ☞ In the power point file conversion, all the pages are converted into JPEG files separately.

## Setting of output destination and conversion mode

When clicking **Change** button on the confirmation window in the step 3 on the previous page, following option setting window appears.

### Output destination

Select either **Folder** or **FTP server** as the output destination of the converted files.

#### Folder

Output folder .....Specify a folder in the local hard disk or shared computer in the network

#### FTP server

Host name .....Enter host name or IP address of the FTP server

Root Folder .....Specify the root directory of the FTP server.  
Normally use "/".

User ID .....Enter your login account of the FTP sever.

Password .....Enter your password of the FTP server.

Output folder .....Specify a directory of the FTP server.

### Conversion mode

Resolution .....Selects output image resolution (VGA to SXGA+)

☞ The image resolution higher than the projector's panel resolution cannot be displayed.

Image rotation .....Selects image rotation (0, 90, 180, 270).

Conversion Type

Fit ..... Converts either width or height of the image to fix the maximum screen width or height.

Justify  
[both ends] ..... Converts width of the image to fix the maximum screen width.

Justify  
[top and bottom] ..... Converts height of the image to fix the maximum screen height.

Cut ..... Cuts image with the screen size not depending on the image size for the cutting modes. See the right figure.

☞ Select this mode when you want to have the images with the original size. Select each mode by clicking on the button.

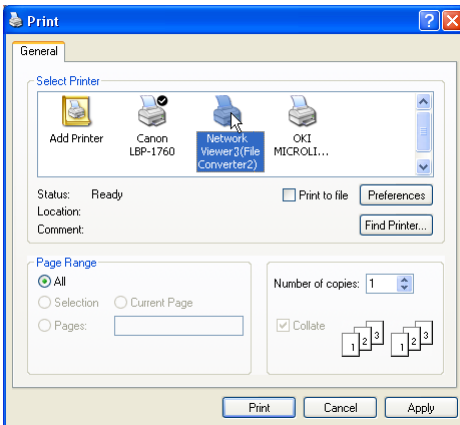
Image Quality .....Selects an image conversion quality with "High", "Mid" or "Low".

## [2] How to use the Network Viewer 4 (File Converter 2)

The File Converter 2 is a kind of the printer driver software to convert to the optimized JPEG data for the projection from the any documents created by the other software such as text editor, spreadsheet or presentation software. It is possible to convert to the JPEG file from the any kinds of documents created by the software which has a "print" menu.

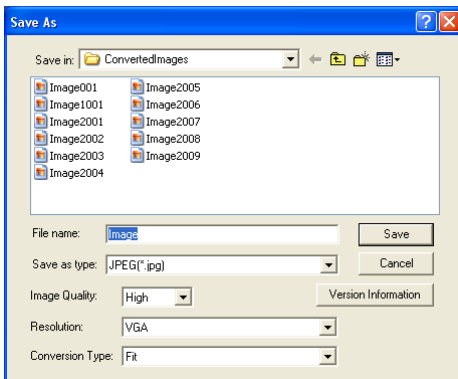
### Creating the available data

- 1 Open a document with the individual software.
- 2 Select a "Print" sub menu and open the printing dialog. On the window, select "Network Viewer 4 (File Converter 2)" icon on "Select Printer" item and click **Print** button.



☞ Set the option setting for the page layout or paper setting by clicking **Preferences** button if required.

- 3 Select a folder and click **Save** button.



☞ The file name is named with "Image001" as default. If the converted image has 2 or more pages, the file names are numbered from "001" to "999" in serial order.

☞ Image quality and Conversion type can be set up on this window. For further information, please see "Setting of output destination and conversion mode" (☞ p.113).

☞ The white space may appear around the edges on the converted image depending on the type of the image data.

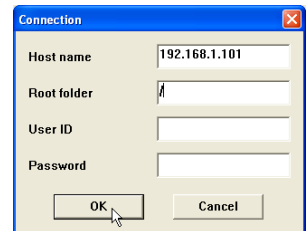
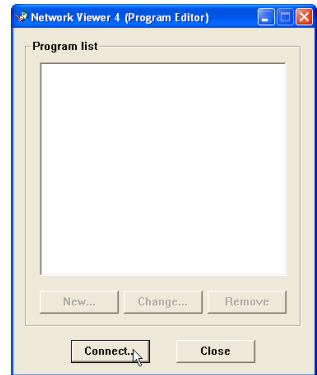
☞ The above procedure may differ in each computer environment and applications.

## Creating a program file [Program Editor]

Network Viewer 4 (Program Editor) is a tool to make a program file which specifies the display order of the images and its file path in the file server (FTP server). The Program Editor creates a folder "DispParam" at the login root directory in the FTP server, and files with each program name into this folder. These files are called "Program". By specifying the program file with the Network Viewer function, you can display the images in programmed order with the projector .

### Procedure of making program

- 1 To start up the Program Editor, click "Network Viewer 4 (Program Editor)" menu from "Start" - "All Programs" - "Network Viewer & Capture 4" menu.
- 2 Click **Connect** button.
- 3 If the connection setting window appears, enter the each item and then click **OK** button.  
The setting window disappears and then the programs are listed on the window if there are program files at the login directory in the connected FTP server.



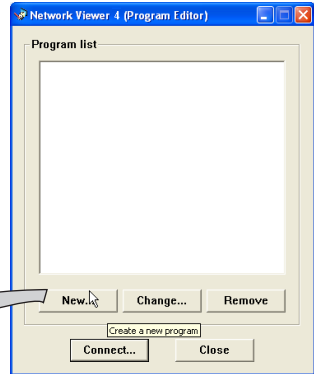
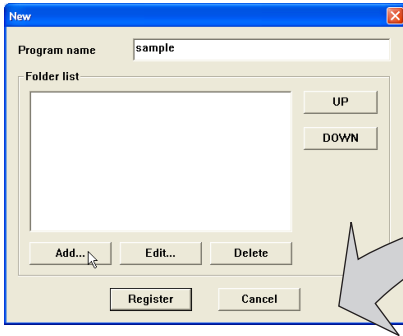
Item	Description
Host name.....	Enter the FTP server name or IP address
Root Folder.....	Specify the root directory of the FTP server. Normally use "/".
User ID.....	Enter your login account of the FTP sever or use blank when you login as anonymous account for the FTP server
Password.....	Enter your password (PIN code) or use blank when you login as anonymous account.

#### IMPORTANT

It is required to set the write permission mode for the login directory of the FTP server. In the read only mode, you will have an error when you register a new program.

4 Click **New** button.

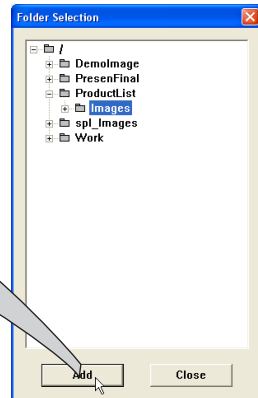
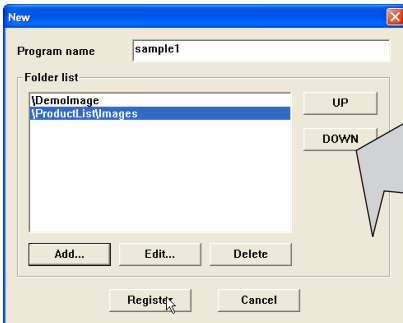
5 Enter a program name and click **Add** button.



**Change** : Changes the contents of the program file.

**Remove** : Removes the program from the list.

6 The folder selection window appears and select a folder in which the JPEG data are stored and then click **Add** button to register into the folder lists.



**Add**.....Displays the folder selection window.

**Delete**.....Deletes the folder path from the folder list.

**UP** .....Moves up the selected folder path.

**DOWN** .....Moves down the selected folder path.

**Edit**.....Used to set up the display order or display time of the image individually. For further information, see the item "Setting up the display order and time of the images" on the next page.

☞ The order of the display is listed in the folder list window. To change the order of the display, change the list order of the folder list by using **UP** or **DOWN** button.

☞ The programs are stored into the "DispParam" folder at the login root directory and this "DispParam" folder is made by software automatically.

7 Click **Register** button to register the folder list into the program.

8 Click **Close** button to quit the Program Editor.

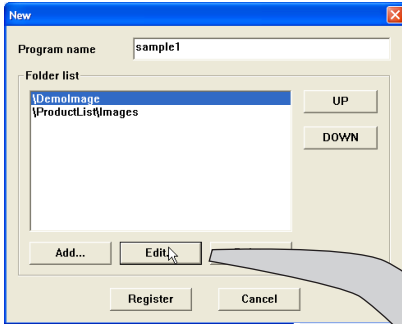


## Setting up the display order and time of the images

In the default setting, the display order of the images is the same as ASCII code order of the file name. To change the display order or to set up the display time, take the following procedures.

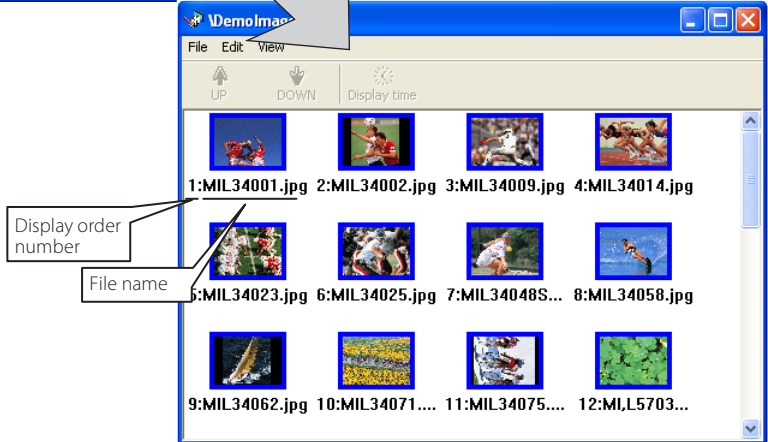
Display the folder list window in step 6 of the previous page.

- 1 Select a folder list contains images to change.
- 2 Click **Edit** button. The images in the selected folder are displayed with the file name on the index window.



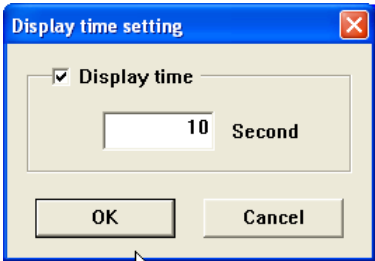
When "Image" from "View" menu is selected, the thumbnail of the image will be displayed (default setting). When "Icon" is selected, the icon image will be displayed.

- ☞ It takes a while to display thumbnails.
- ☞ The number in front of the file name indicates the display order of the image.



Menu	Sub menu	Description
File	Exit .....	Closes index window
Edit	UP .....	Steps up the display order of the selected images
	DOWN .....	Steps down the display order of the selected images
	Display time .....	Sets up the display time of the selected images
View	Image .....	Displays thumbnail of the images
	Icon .....	Displays images as the fixed icons
	Update .....	Updates images information on the index window

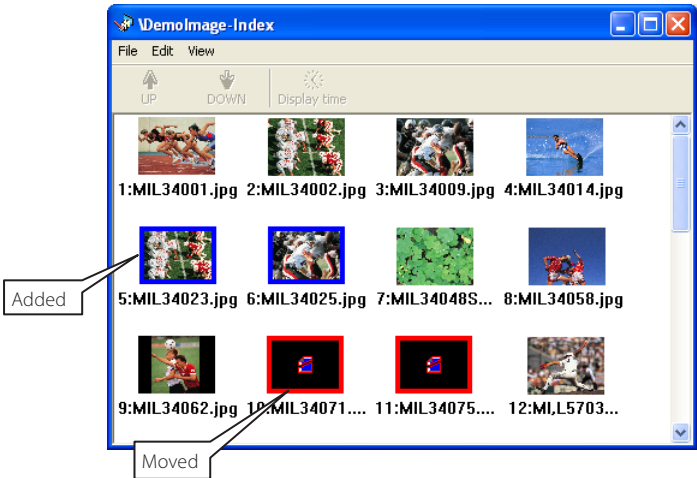
- 3 To change the display order, select\*<sup>1</sup> files and then click **UP** or **DOWN** button on the menu bar to move them onto your desired place, or select files and then drag and drop them onto your desired place with mouse.
- 4 To change the display time\*<sup>2</sup>, select\*<sup>1</sup> files and then click **Display time** button on the menu bar to display the Display time setting window. Check "Display time" in the check box and set the display time. To cancel the display time, un-check the "Display time" in the check box.



## Image frame on the index window

Image frame on the index window has 3 kinds of display modes as follows.

- No frame : Shows that the image in the folder is unchanged
- Blue frame : Shows that image is added into the folder newly
- Red frame : Shows that image is deleted from the folder

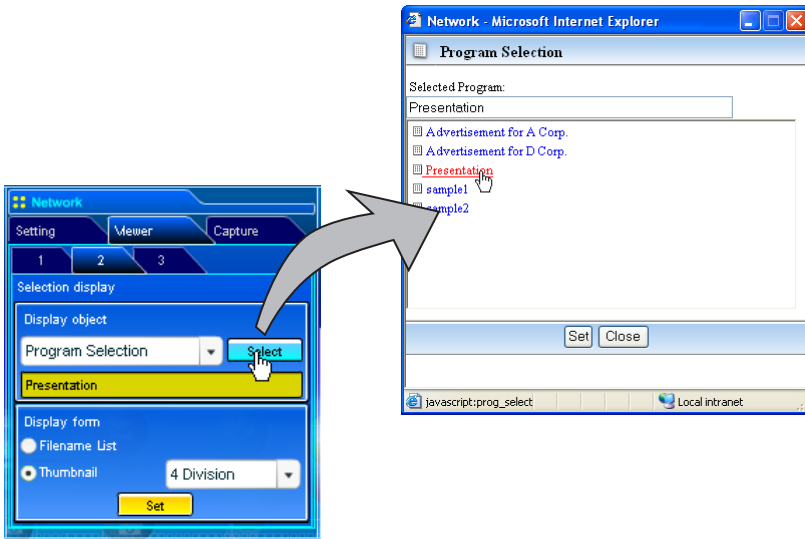


\*<sup>1</sup> Multiple files can be selected at once by "Shift" or "Control" key, or with mouse cursor.

\*<sup>2</sup> 3 to 240 seconds can be set up for display time.

## Example of the created program selection

Use the web browser to access to the control page of the projector. Click "Viewer" of the Network menu on the web page, then connect to the FTP server and select the program name which was made at previous section. The projector starts displaying the images along the program. For further information, please see "Using the Network Viewer function" (p.120).



 This function is not available in the light mode.

### ***The limitation of the Program file***

There are several limitations for the program file as follows;

- \* The number of programs in a root folder is less than 1000.
- \* The number of folders in a program is less than 100.
- \* Total characters of folder name is less than 255.
- \* Total characters of program file name is less than 63.
- \* Do not make a program name started with ".".
- \* Do not make a program name contained with following characters:  
\ / : , ; \* ? " < > |
- \* The program name started with " "(space) is registered without the space.

## Using the Network Viewer function

The Network Viewer is a function to acquire the JPEG image data from the file servers placed in the network and project them on the screen. The projected image data are specified by the folder unit. You can set the display time and the number of repeat, and also you can register those folders as the program.

**\*The network viewer function cannot be used when the network capture function is used.**

### Condition to use the Network Viewer function:

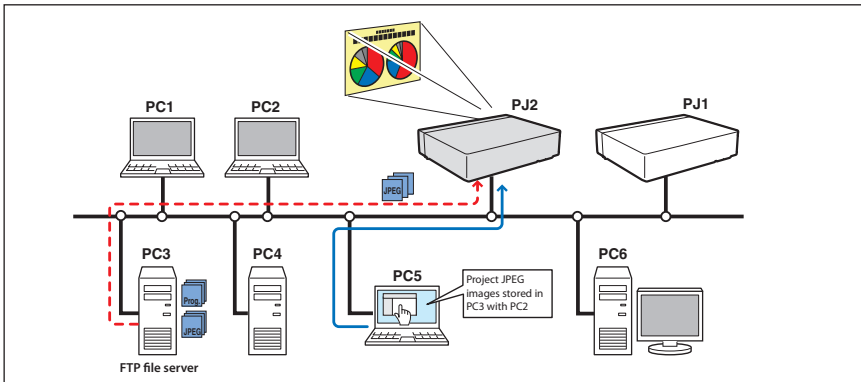
\* Should be possible to use the FTP service with Windows 2000 Professional or XP Professional.

\* User has a full-access account to the FTP server, or the FTP server allows anyone to use with "Anonymous" account which also has a full-access mode.

\* The allowed number of simultaneous access from the same IP address is no fewer than 20.

To use this function, it is necessary to disable "pop-up block" function of the web browser.

### [1] Control by the web browser



Select "Network" for input mode previously.

### ***1 Access to the control page on the projector by using the web browser.***

From the main menu, click **Network - Viewer** to display the setting page.

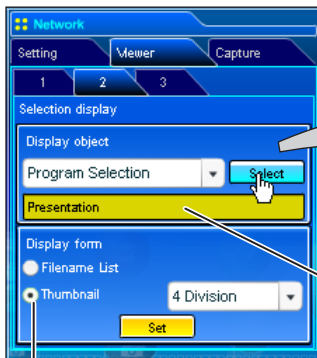
## 2 Setup the setting page [1] of the Visual display.

Item	Description
Host name.....	Enter the host name or IP address of FTP server, yourftp.server etc.
Folder Path.....	Use "/"(root directory) normally, or enter the directory name follow the "/" as shown in the below example if you have a specified directory in the server. /data/
User ID* <sup>1</sup> .....	Enter your login account of the FTP server
Password* <sup>1</sup> .....	Enter your password of the FTP server
Option* <sup>1</sup> .....	Set "Display ON" when you display the acquired preview images on the web browser.



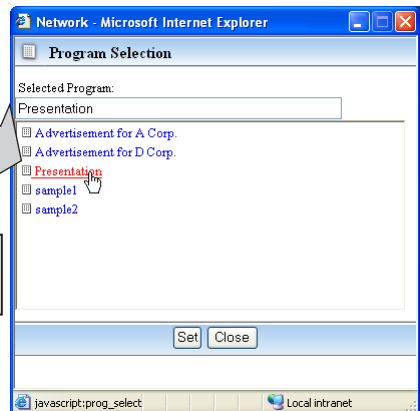
## 3 Setup the setting page [2] of the Selection Display.

Click **Select** after selecting the display object from the pull-down menu "Folder Selection" or "Program Selection". After the list window appears, select a program or folder and then click **Set** on the window.



Selects the display type either the listed with file name or listed with thumbnail. The thumbnail can be selected "4 division", "6 division" or "9 division".

Displays the path of the file or folder selected



☞ This function is not available in the light mode.

☞ See the item "Creating a Program file [Program Editor]"(p.115) about program.

### \*1 IMPORTANT NOTICE

Please note that if you use the FTP server with personal account except anonymous account, the user ID and password may be displayed on the browser depending on the version of the browser. We recommend that this function should be used with the anonymous account normally.

After clicking **Set**, the file list or preview list of the selected folder or program is displayed on the window.

Decides a image to start auto display with radio button

Selects a page

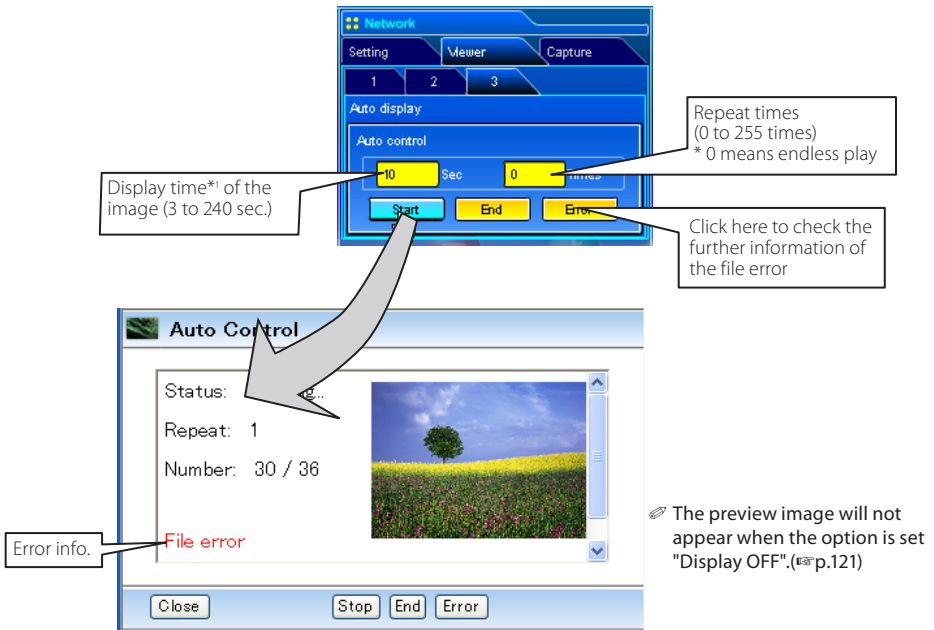
The original image is displayed on another window by clicking on the preview image or file name

Button	Operation
<<.....	Go to the preceding start up image in the auto display function
>>.....	Go to the following start up image in the auto display function
List.....	Switches to the List mode
Thumbnail.....	Switches to the thumbnail mode
Close.....	Close the window

- ☞ This function is not available in the light mode.
- ☞ The preview image will not appear when the option is set "Display OFF".(☞p.121)

- ☞ Up to 1000 images can be displayed.
- ☞ When "folder selection" is selected, images placed at the first directory in the selected folder are displayed.
- ☞ The display order of the images is the same as the ASCII character order when "folder selection" is selected, or is specified by the Program Editor when "program selection" is selected. (☞p.115)

## 4 Auto Display setting and control page [3]



1. Click **Start** button to start the auto-display. The image in the selected folder or program is displayed on the projector's screen. The web browser opens another window and displays the preview images on the Auto Control window sequentially.
2. Click **Stop** button to stop the auto-display.
  - Restart the auto-display, click **Restart** button.
  - \* When the auto-display stops, it enables you to display the images manually by using [<<] or [>>] button.
3. Click **End** button to end the auto-display.
  - When the **Error** button is pressed, the further information of the file error is displayed.

For further error information, refer to the next page.

\*1 When the program file for auto-display is selected, the display time of each image gives preference to the setting specified by the program file over the setting specified by the auto-display function above. The images for which the display time is not set shows the display time specified by the auto-display function above.

☞ The display time is greatly affected by the network environment or the operation of multi control, so the image may not be displayed as the specified display time.

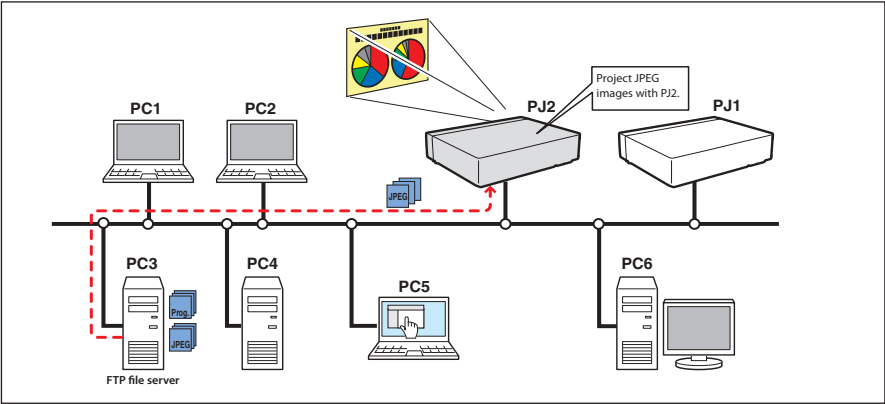
☞ The timing to switch images is not the same on the screen and on the web browser.

Error information

Error type	Description
File Error	It is displayed when the projector cannot acquire the correct file images from the FTP server, or when the master projector is turned off during the multi-control. Click <b>Error</b> button to check the details.
Connection Error	It may be displayed when the slave projector is using the Network Viewer or Capture function during the multi-control. Check which projector has an error , see item "Multi Control/Check & Change" (E- p.81-82).

☞ When the file error occurs during the auto-display, you may have the alert e-mail message. For further information, please see the item "3 Option selection for sending alert mail" (E- p.55-56).

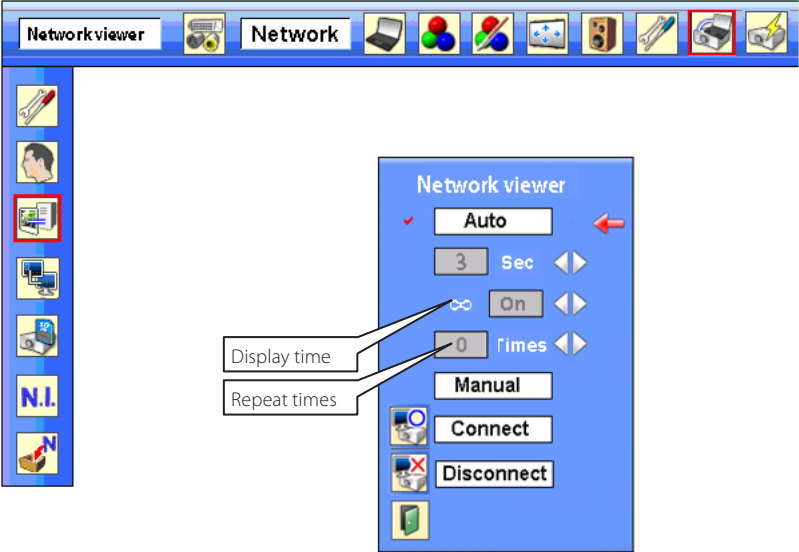
[2] Control by the projector



Select "Network" input mode previously.

**I** Select "Network Viewer" icon from "Network" menu. Press **SELECT** button on the projector twice to display the network viewer setting pallet.





- 2 Select "Auto" or "Manual" and then press **SELECT** button. When selecting "Auto", Set display time and repeat times
- 3 Select "Connect" and then press **SELECT** button to start displaying. The images in the FTP server are displayed on the screen.
- ☞ It enables you to browse the images by using the control buttons (▲,▼) on the remote control or on the projector.
- ▲ : Previous image display, ▼ : Next image display
- 4 To stop the display, select "Disconnect" and then press **SELECT** button.

Item	Description
Auto.....	Auto display mode. Specifies display periods and repeating times
Sec. ....	Display time of the image (3 to 240 sec.)
Times.....	repeat times (255 times maximum) * ∞ means endless play
Manual.....	Manual display mode. Controls image display (browsing image backward or forward) manually.

- ☞ In the automatic displaying mode [Auto], when the left-click on the remote control is pressed, automatic displaying stops and the manual displaying mode is set. When the right-click is pressed, automatic displaying restarts.
- ☞ The image data used for this function is the program or folder that the Network Viewer function used last time. The projector cannot specify particular images or file servers itself.
- ☞ The display time is greatly affected by the network environment or the operation of multi control, so the image display may not be displayed as it is set for the specified display time.



# Chapter 10

## **10. Appendix**

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Use of telnet

Web browser setting

Firewall setting

Troubleshooting

Terminology

# Use of telnet

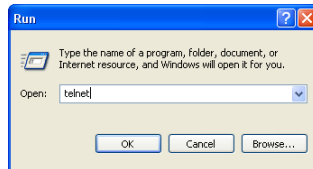
You can control the projector by using the telnet application<sup>1)</sup> installed on your computer. Normally, the telnet application is available on your computer.

\* The telnet 10000 port is used to control the projector.

## Control

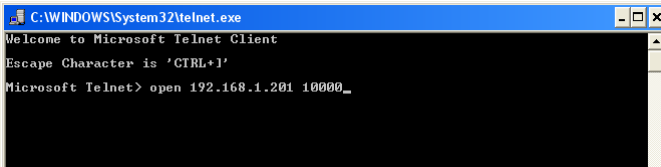
(For example, in case of using the telnet application of the Windows XP Professional.)

1. Select **Run...** submenu from **Start** menu on the computer. Type "telnet" onto the **Open** text area on the displayed window and press **OK** button.



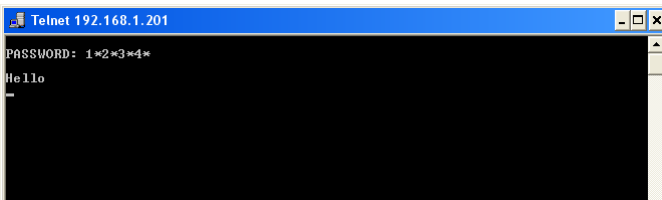
2. The telnet application will start and the following window will be displayed. Type as below to connect the projector.

> open\_192.168.1.201\_10000 [return]



\* Use the IP address assigned to the projector

3. When communication is established correctly, the word "PASSWORD:" appears on the window. Type the login password (Network PIN code<sup>2)</sup>) for the projector and then press "Enter" key on the keyboard. If you do not set up the Network PIN code, just press "Enter" key. When the word "Hello" is replied, login has been succeeded.



\* The password "1234" is used for the example.

4. Type the commands, refer to below table, to control the projector and then press "Enter" key for termination. For example, type "C00" which is a command to turn on the projector, and press "Enter" key. Confirm the projector is turning on.

To disconnect the communication, press "Ctrl" key and "]" key at the same time.

The table below shows the typical command lists for controlling this projector and please consult your local dealer for further information of another commands.

**Command list table**

Command	Function
C00	Power on
C02	Power off
C09	Volume up
C0A	Volume down
C0B	Audio Mute on
C0C	Audio Mute off
C1C	Menu display on
C1D	menu display off

\*1 Further instructions about the telnet application, please see the on-line guide on your computer.

\*2 The password is a Network PIN code decided item "Network PIN code setting" (p.30, 40). If the authentication of the entered password is failed 4 times continuously, the communication will be disconnected automatically. Please try again for the connection.

## Web browser setting

This product is designed to enable the projector to be set up and controlled from an Internet web browser. Depending on the preference settings of the web browser, some control functions may not be available. Please make sure that the following functions are set up properly in the web browser.

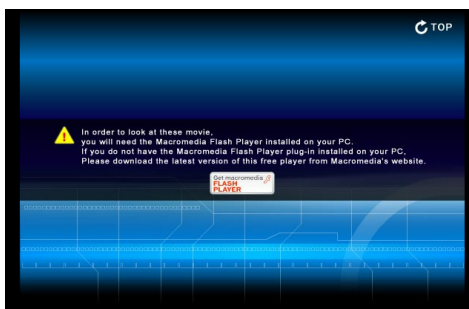
### Active Script/JavaScript enable

There are some control items used with the JavaScript function in the setting pages. If the web browser is set not to use this JavaScript function, it may not control the projector properly. In that case, the following warning message will be displayed on the top of the page. To enable the JavaScript, please see further instructions on the next page.



### Flash Player enable

The setting page of this product contains the Flash contents. To display the setting page, the Adobe Flash Player version 6 or later is required to be installed on your computer. For further product information, see the Adobe homepage. (<http://www.adobe.com>). Even if your computer provides the Adobe Flash Player, the setting page does not appear on the web browser, in which case, check that Flash Player Plug-In(Shockwave Flash) is installed and set up correctly. please see further instructions on the next page and it is depending on the web browser.



### Proxy setting

In some cases, your web browser is set up to use the proxy server for the internet or intranet connection. In that case, when you install this product into the local network, you should set up the proxy setting of web browser preference correctly. Especially when connecting the projector and computer with a UTP cross cable directly, or when the network does not provide the proxy server, make sure that "not use proxy server" is set up in your web browser preference. Please see item "Examples: OS/Browsers" in the next page for further setting up procedure.

☞ There are various ways to change your browser preferences depending on the version or applications. Please see the setting instructions on next page showing examples and also refer to on-line help of your web browser.

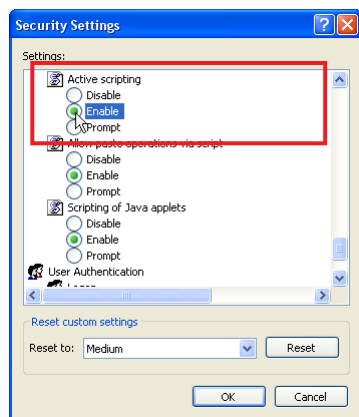
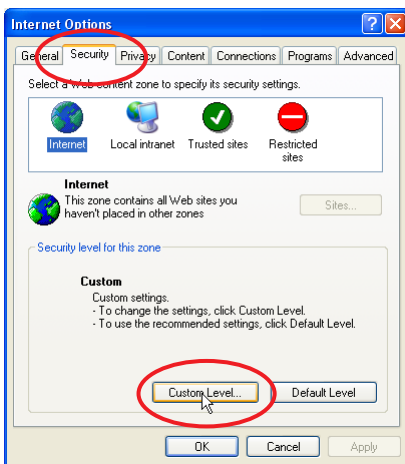
## Examples: OS/Browsers

### Windows XP Professional

#### Internet Explorer v.6.0

##### ActiveScript setting

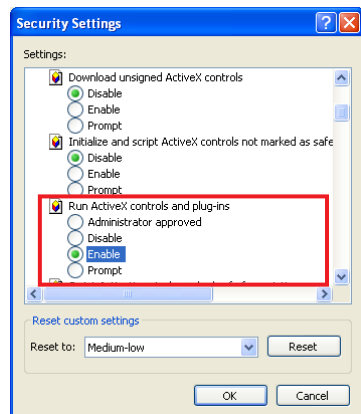
Select **Internet Options** from **Tools** menu on the web browser and then select **Security** tab and click **Customize Level...** button. On the security setting window, scroll down and find the **Scripting** item, make sure that "Enable" is selected in item **Active Scripting**.



##### Flash Player enable

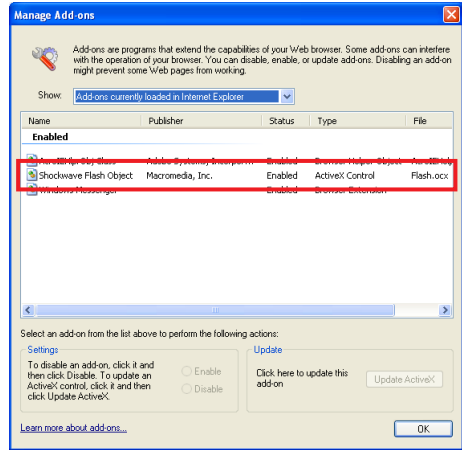
##### ActiveX controls and plug-ins setting

Select **Internet Options** from **Tools** menu on the web browser and then select **Security** tab and click **Customize Level...** button. On the security setting window, scroll down and find the **ActiveX controls and Plug-ins** item, make sure that "Enable" is selected in item **Run ActiveX controls and plug-ins**.



## Flash Player Add-on setting

Select **Manage Add-ons...** from **Tools** menu on the web browser. Select "Add-ons currently located in Internet Explorer" from **Show** pull-down menu. Make sure that the "Shockwave Flash Object" is listed under the item "Enabled".



## Proxy setting

Select **Internet Options** from **Tools** menu on the web browser and then select **Connection** tab and click **LAN Settings** button. Properly set up your web browser's the proxy server settings according to the local area network environment to which the projector is connected.

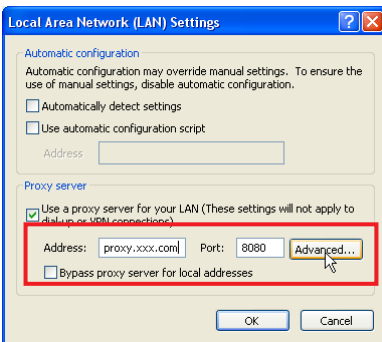
### - Using proxy server

To use an external internet connection from the local area network, check the item **Use a proxy server** and enter the proxy server address and port correctly in the proxy settings window. For further instruction please consult your network administrator.

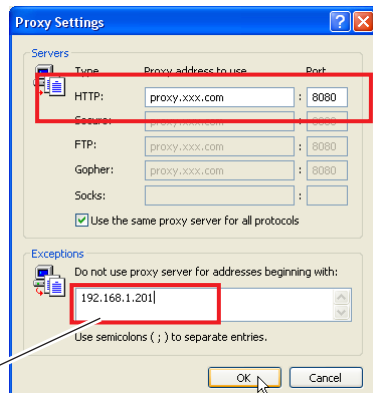
### - Not using proxy server

Uncheck the item **Use a proxy server**.

If you connect the projector to the computer directly with UTP cross cable, it must be unchecked.



To designate proxy settings that will not use the proxy server when accessing the projector installed in the local area network, enter the IP address or domain name here.

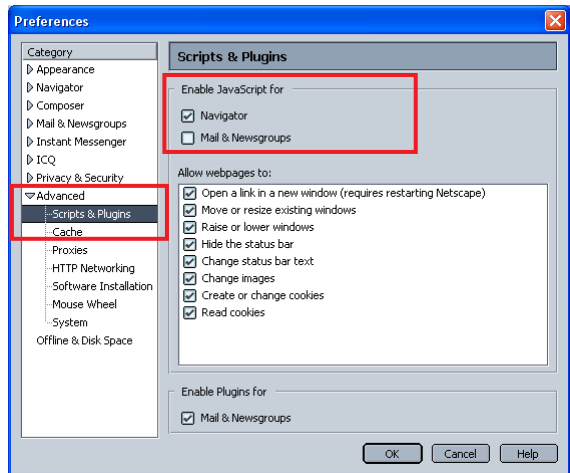




## Netscape Navigator v.7.0

### JavaScript Setting

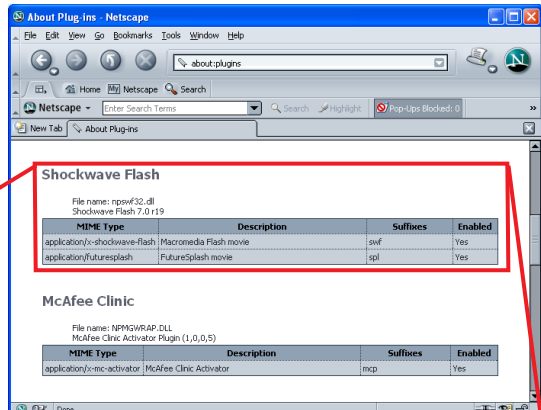
Select **Preference** from **Edit** menu on the web browser and then select the item **Advanced/Scripts & Plugins** in the **Category** column. Make sure that the **Enable JavaScript for Navigator** is checked.



### Flash Player enable

#### Flash Player Plug-in setting

Select **About:Plug-ins** from **Help** menu on the web browser. The plug-ins software provided on the browser are listed on the page. Check that the **Flash Player Plug-in (Shockwave Flash)** is installed and set up correctly as below.



### Shockwave Flash

File name: npswf32.dll  
Shockwave Flash 7.0 r19

MIME Type	Description	Suffixes	Enabled
application/x-shockwave-flash	Macromedia Flash movie	swf	Yes
application/futuresplash	FutureSplash movie	spl	Yes

## Proxy setting

Select **Preference** from **Edit** menu on the web browser and then select the item **Advanced/Proxies** in the **Category** column. Properly set up your web browser's the proxy server settings according to the local area network environment to which the projector is connected.

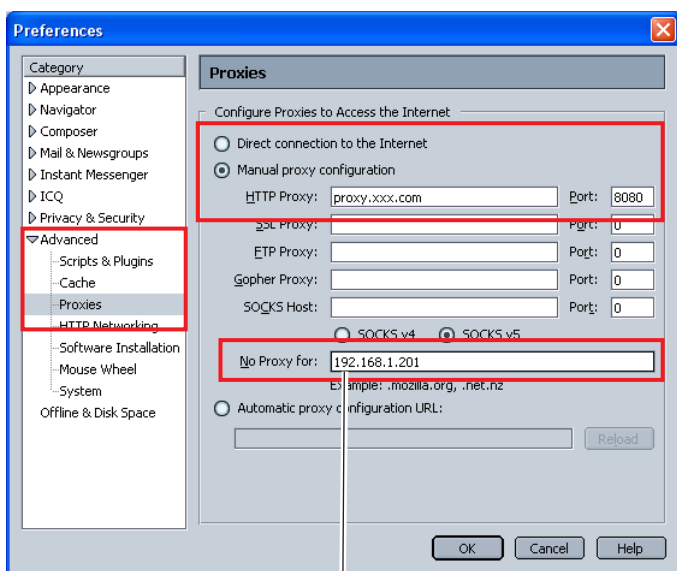
### - Using proxy server

When you use an external internet connection from the local area network, select the item **Manual proxy configuration**. Enter the proxy server address and port number correctly on **HTTP Proxy** item. For further instruction please consult your network administrator.

### - Not using proxy server

Select the item **Direct connection to the Internet** in the proxy setting window.

If you connect the projector to the computer directly with UTP cross cable, this must be selected.



To designate proxy settings that will not use the proxy server when accessing the projector installed in the local area network, enter the IP address or domain name here.

## Firewall setting

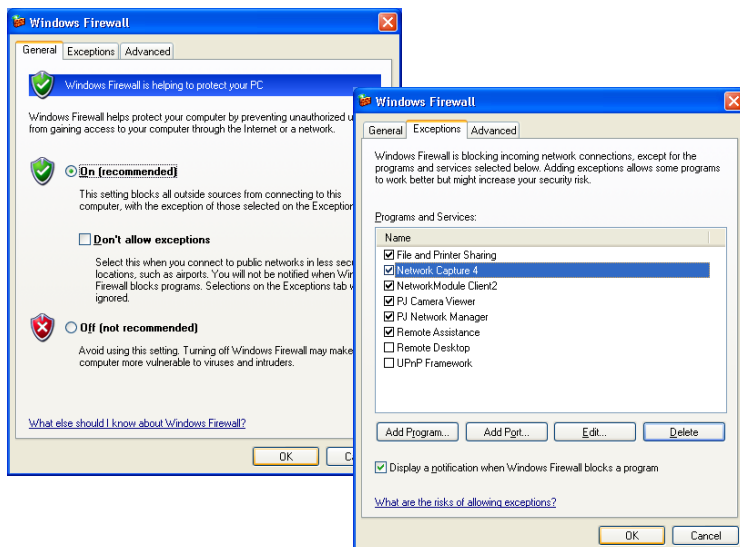
If you use Windows XP SP2 or Windows Vista and using Network Capture 4, you may see the Windows security warning dialog as below. In that case, click "Cancel the block" button on the dialog to enable the function of Network Capture 4. (This page is described with Windows XP screen the example.)



Even if you select "Block", you can cancel the blocking following to the steps below;

- 1 Open **Control Panel** form **Start** menu and double-click **Windows Firewall** icon. The firewall setting window will appear.
- 2 Select **General** tab and check that the setting on the firewall setting window as follows;
 

On (recommended)	checked
Don't allow exceptions	unchecked
- 3 Select **Exceptions** tab and check the name of Network Capture 4 listed on the **Programs and Services**.  
If there is no program name, add the program by clicking **Add Program** button.
- 4 Click **OK** to close setting.



# Troubleshooting

If you have any trouble in setup or operation of the projector, refer to the troubleshooting items and check the relevant matters described.

## ■ The computer cannot connect projectors.

### Wired LAN

Is the LAN cable connected to the projector properly?

Are the Link lamp and Access lamp of the LAN terminal lighting properly?

Not lighting : The LAN setting of the projector is set "On"?

See "Wired LAN setting" in the projector menu.

The LAN cable is connected to the network HUB properly?

### Wireless LAN

Is the WIRELESS indicator on the front panel of the projector lighting?

If there are not any problems, confirm the LAN setting again.

If the computer supports Wireless LAN, activate the Network Capture 4 and try to connect with the Easy setting button. Refer to "5. Wireless LAN configuration" → "Easy wireless settings" (p.39).

If the wireless LAN card provides the firewall function itself, set up to disable its function.

## ■ Cannot connect with easy wireless setting function

Depending on the wireless LAN card or computer, this easy wireless setting function may not be available.

## ■ Wireless LAN Connection cannot be established.

### AdHoc Mode:

When selecting LAN4(factory default setting)

Check each item in the Wireless Setting menu of the projector as follows:

\*IP Address .....Is the address appropriate? Should not be the same as the other IP address.

\*Sub net ..... Should be the factory default value, 255.255.0.0.

\*Gateway ..... Should be the factory default value, 255.255.255.255

\*Network Type ..... Should be AdHoc mode

\*ESSID/SSID ..... Should be the same as the setting of computer

->Check the setting for the computer

\*Is the Wireless channel set as 11 both for the computer and the projector?

-> The factory default channel of the projector is 11.

\*WEP (Wired Equivalent Privacy) Should be disabled.

## Infrastructure Mode:

When selecting LAN5 (factory default setting)

Check each item below in the Wireless Setting menu of the projector as follows:

- \*IP Address.....No setting is required.
- \*Sub net .....Should be the same as the setting of the access point
- \*Gateway .....Should be the same as the setting of the access point
- \*Network Type .....Should be the Infrastructure mode
- \*ESSID/SSID.....Should be same as the setting of the access point

Check the settings for projector Client computer

- \*IP Address.....No setting is required. Automatically set as HDCP.
- \*Wireless Channel.....Should be 11
- \*ESSID/SSID.....Should be the same as the setting of the access point
- \*WEP .....Should be disabled.

\*When LAN5 is used, it is necessary DHCP server is under the environment enabling those servers communicate through networks. Some access points may have the DHCP function. For detail of the settings, refer to the owner's manual for the devices or consult a system administrator of the network.

-----  
Is the segment where the projector is installed different from the computer?

Specify IP Address directly on the optional setting. Refer to "4. Wired LAN Configurations" → "Confirming the Operation" (p.28–29).

## ■ Connection between computer and the projector via Wired LAN cannot be established.

When selecting LAN1 (factory default setting)

Check IP address, Sub net and Gateway of the projector and computer. For further details of the configuration, contact your system administrator.

-----  
Is the segment where the projector is installed different from the projector?

Specify IP Address directly on the optional setting. Refer to "4. Wired LAN Configurations" → "Confirming the Operation" (p.28–29).

## ■ Cannot start up the browser

Is the connection between PC and the projector with Network Capture 4 established?

No..... Check settings for Wireless/Wired LAN.

Yes..... Check settings of the proxy setting at browser. Refer to "Web browser setting" (p.130).

■ **Although the connection between PC and the projector is established, images are not projected on the screen.**

Make sure Wireless/Wired is selected from the Input source menu of the projector.

■ **Cannot be turned on/off with the web browser.**

Make sure the settings of the projector are correct to use the projector with it.

Set the item Standby mode to "Normal" from Main menu → Setting menu.

Refer to "7. Controlling the projector" → "Power control and status check" (p.65).

■ **Wired / Wireless input cannot be changed. Network Capture 4 cannot be operated.**

Restart the projector or Network Capture 4.

Execute "Wired factory default" or "Wireless factory default" menu on the projector.

**Caution:** After executing "Wired factory default" or "Wireless factory default" in the projector menu, all the network settings you have made will return to the factory default settings. See the items "Wired factory default" (p.31) and "Wireless factory default" (p.42) for the each factory default value.

## Network capture

■ **Why doesn't the computer screen appear on the projected screen?**

1. Make sure that the input mode of the projector is "Network".

2. Check the parameter set up (p.88).

Make sure that the numbers of the capture port is the same as the projector's port number. The default port number is 9000. If the alert message "Invalid Port No." appears, your computer may be using this port number already. In that case, use another port number.

3. Check the IP address of the computer is registered to the projector correctly (p. 89).

4. Make sure that your computer is not using the firewall function. The projector may not be able to use the port due to this firewall function. In that case, please turn off this function temporarily. There are also some port limitations on the network equipment such as router. Please consult your network administrator.

■ **Speed of playing back images are very slow.**

When connecting on AdHoc mode, check which Wireless channel you are using.

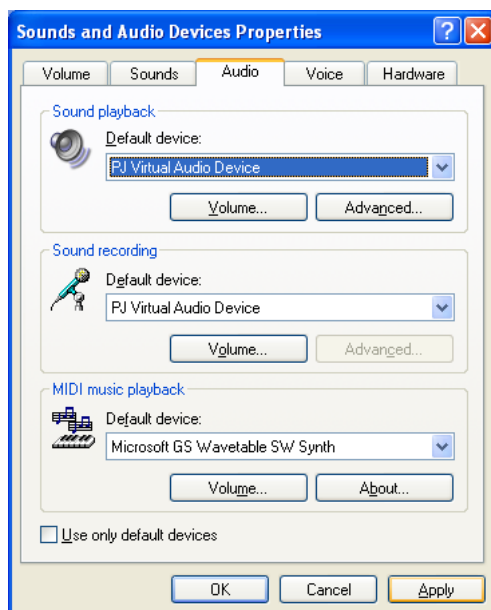
If the computer using the same channel as yours is existing closely, the networking speed may be reduced or the communication unstable. Change the channel to resolve the problem. The channels of the projector and projector Client computer must be the same. Or adjust the Quality selection in the parameter setting.

Refer to "Parameter set up" (p.88).

■ **Projector does not reproduce the computer's sound during the real time capturing.**

Check that the "PJ Virtual Audio Device" is selected on the audio device panel of the computer.

Double click **Sound and Audio Device** icon on the **Control Panel** of the computer. The property window appears. Click **Audio** tab on the property window and check that "PJ Virtual Audio Device" is selected on the **Default device** of **Sound playback** item.



## Network Viewer

### ■ Images from the file server don't appear on the screen?

1. Make sure that the input mode of the projector is "Network".
2. Check the account setting of the FTP server (☞ p.121).
3. The files in the FTP server must be optimized JPEG and converted by the File Converter 1 or 2. Please check data format. (☞ p.110)
4. There are several limitations for image file name and program name. Please check file names and program names (☞ p.119).
5. Make sure that your computer is not using the firewall function. The projector may not be able to use the port due to this firewall function. In that case, please turn off this function temporarily. There are also some port limitations on the network equipment such as router. Please consult your network administrator.

### ■ I cannot make a new program file.

Check your account of the FTP server. "Write enable" made should be set for its account.(☞ p.115)

## File Converter 1

### ■ What kind of image formats can I convert?

The File Converter 1 makes it available to convert into the JPEG format from the following image formats.

- Bitmap format (.bmp)
- JPEG format (.jpeg .jpg)
- Microsoft power point format (.ppt)

## File Converter 2

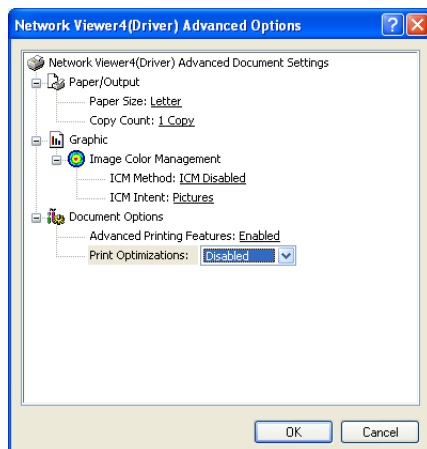
### ■ Sometime I have the white frame images converted by the File Converter 2?

It may have images with white frame due to the paper margin of the print driver depending on the image data.



## ■ Sometime I have the incorrect images converted by the File Converter 2?

Try to change the mode to "Disable" on "Document options" - "Print optimization" item on the "Network Viewer4 (Driver) Advance Options" in the Network Viewer 4 (FileConverter 2) Printer driver setting.



## Terminology

.....

### **DHCP server (Dynamic Host Configuration Protocol)**

It is necessary to set an IP address for each computer or equivalent equipment when a network is established by TCP/IP. If there exists DHCP server on the network, it will assign IP addresses to client computers every time they request it. If there exists equipment with DHCP server functions (such as a Windows 2000 server and a dial-up router) on the network, the DHCP server function may be automatically operating. Ask your system administrator whether the DHCP server is operating.

### **ESSID (Extended Service Set Identifier)**

ESSID is the ID that is set to computers on Wireless LAN or access point in order to prevent each computer from being crossed. The computers or access point to which the same ESSID is set can communicate with each other. If an ESSID is different, it is impossible to communicate. ESSID distinguishes between lowercase and uppercase characters, and allows you to use English one byte characters and half-size symbols up to 32 characters.

### **WEP (Wired Equivalent Privacy)**

WEP is a security protocol for Wireless LAN. It protects computers on Wireless LAN and access point from unauthorized access by setting a description code onto them. It is necessary to set the same decryption code for equipment.

### **Wi-Fi (the Standard for Wireless Fidelity)**

Wi-Fi is short for Wireless fidelity and a marketing brand name for IEEE 802.11b High-Rate. Only the products that have passed an inter-operation test carried by WECA is approved as Wi-Fi. Any products approved as Wi-Fi are certified as interoperable with each other by WECA. It is recommended to use the products approved by Wi-Fi when you introduce network equipment such as local area network.

### **Wireless Channel**

It is necessary to divide frequency spectrums into some Wireless channels for Wireless communication, and to tune to the same channel between Wireless equipment. If you use the same channel on the same floor, and there are some Wireless LANs that have a different ESSID for each, the communication speed may become slow. In that case, using different channels for each Wireless LAN is effective, which lowers a possibility of mutual interference between Wireless LANs

### **WECA (Wireless Ethernet Compatibility Alliance)**

WECA is an organization promoting IEEE802.11b High -Range standard and assuring the compatibility of products that meet the standard.

### **MAC address (Media Access Control Address)**

MAC address is a physical address for every network interface. The MAC address consists of 6-byte hex number. The first 3 bytes are a Vendor ID controlled and assigned by IEEE. The last 3 bytes are controlled and assigned by the manufacturers of network interface (no duplication of MAC address). Therefore, MAC address is a unique physical address in the world. Ethernet sends and receives frames on the basis of MAC address.





### **U.S.A.**

EIKI International, Inc.  
30251 Esperanza  
Rancho Santa Margarita  
CA 92688-2132  
U.S.A.  
Tel : 800-242-3454 (949)-457-0200  
Fax : 800-457-3454 (949)-457-7878  
E-Mail : usa@eiki.com

### **Deutschland & Österreich**

EIKI Deutschland GmbH  
Am Frauwald 12, 65510 Idstein  
Deutschland  
Tel : 06126-9371-0  
Fax : 06126-9371-14  
E-Mail : info@eiki.de

### **China**

EIKI (Shanghai) Co.,LTD  
1. Dapu Road, Golden Magnolia  
Plaza #2109 Shanghai,  
200023 China  
Tel : 86-21-5396-0088  
Fax : 86-21-5396-0318  
E-Mail : info@eiki-china.com

### **Canada**

EIKI CANADA - Eiki International, Inc.  
P.O. Box 156, 310 First St. - Unit 2,  
Midland, ON, L4R 4K8, Canada  
Tel : 800-563-3454 (705)-527-4084  
Fax : 800-567-4069 (705)-527-4087  
E-Mail : canada@eiki.com

### **Eastern Europe**

EIKI CZECH spol. s.r.o.  
Umělecká 15  
170 00 Praha 7  
Czech Republic  
Tel : +42 02 20570024  
+42 02 20571413  
Fax : +42 02 20571411  
E-Mail : easterneurope@eiki.de

### **Japan & Worldwide**

EIKI Industrial Company Limited.  
4-12 Banzai-Cho, Kita-Ku, Osaka,  
530-0028 Japan  
Tel : +81-6-6311-9479  
Fax : +81-6-6311-8486

**WorldWide Website <http://www.eiki.com>**